Ahlissa, Fief of
Almor
Bandit Kingdom (Rookroost)
Bissel
Blackmoor
Bone March
Celene
Dyvers
Ekbir
Frost Barbarians
Furyondy
Geoff
Gran March
Great Kingdom
Greyhawk, City of
Highfolk, Town of
Horned Society
Ice Barbarians
Idee
Irongate, City of
Iuz
Keoland
Ket
Lordship of the Isles
Medegia
North Province
Nyrond
Onnwal
The Pale
Paynims
Perrenland
Pomarj, Goblins
Pomarj, Hobgoblins
Pomarj, Orcs
Ratik
Rel Astra
Rel Mord, City of
Rovers of the Barrens
Scarlet Brotherhood
Sea Barons
Sea Princes
Shield Lands
Snow Barbarians
South Province
Sterich
Stonefist, Hold of
Sunndi
Tenh, Duchy of
Tiger Nomads
Tusmit
Ulek, County
Ulek, Duchy
Ulek, Principality
Ull
Urnst, County of
Urnst, Duchy of
Valley of the Mage
Veluna
Verbobonc, City of
Wild Coast (Elredd)
Wild Coast (Fax)
Wild Coast (Narwell)
Wild Coast (Safeton)
Wolf Nomads
Yeomanry
Zeif

Advanced Dungeons & Dragons

The World of Greyhawk Fantasy Setting

A GUIDE TO THE
WORLD OF GREYHAWK™
FANTASY SETTING

A CATALOGUE OF THE LAND OF FLANAESS
BEING THE EASTERN PORTION OF
THE CONTINENT OERIK, OF OERTH

WORLD OF GREYHAWK is a trademark owned by TSR, Inc.

TABLE OF CONTENTS

Introduction 1
Calendar of the Flanaess 1
- Festivals and Holidays 1

A Brief History of the Flanaess 3
Timeline of Events 3
- Disaster and Migration 4
- Keoland and Aerdy 5
- Ivid and Iuz 6
- Fall of the Temple of Elemental Evil 6
- Storm Clouds 6

Player Races of the Flanaess 7
Human 7
- Human Cultural Groups 7

Demihumans 8
- Dwarves 8
- Elves 8
- Gnomes 9
- Half-Elves 10
- Halflings 10
- Half-Orcs 11
- Character Homelands 11

Overview of the Flanaess 14
- Climate 14
- Cultural Distribution 14
- Languages 15
- Racial and National Dress 16
- Coinage 16
- Regional Products 17
- Regional Alignments 18

Trees Common to the Flanaess 19
An Overview of Political Divisions 20
- Ahlissa, The Southern Province 20
- Almor, Prelacy of 20
- Bandit Kingdoms 20
- Bissel, March of 20
- Blackmoor 21
- Bone March 21
- Celene, Kingdom of 21
- Dyvers, City of 21
- Ekbir, Caliphate of 21
- Frost Barbarians, Kingdom of 22
- Furyondy, Kingdom of 22
- Geoff, Grand Duchy of 22
- Gran March 22
- Great Kingdom 22
- Greyhawk, Free City of 23
- Highfolk 23
- Horned Society 23
- Ice Barbarians, Kingdom of 23
- Idee, County of 24
- Irongate, Free City of 24
- Iuz, Land of 24
- Keoland, Kingdom of 24
- Ket 24
- Lordship of the Isles 25
- Medegia, See of 25
- North Province 25
- Nyrond, Kingdom of 25
- Onnwal, Free State of 25
- Pale, Theocracy of the 25
- Perrenland, Cantons of 26
- Plains of the Paynims 26
- Ratik, Archbarony of 26
- Rel Astra, City of 27
- Rovers of the Barrens 27
- Scarlet Brotherhood 27
- Sea Barons 27
- Sea Princes, Hold of 27
- Shield Lands 28
- Snow Barbarians, Kingdom of 28
- South Province 28
- Spindrift Isles 29
- Sterich, Earldom of 29
- Stonefist, Hold of 29
- Sunndi, County of 29
- Tenh, Duchy of 29
- Tiger Nomads 30
- Tusmit 30
- Ulek 30
- Ull 30
- Urnst 31
- Valley of the Mage 31
- Veluna, Archclericy of 31
- Verbobonc 31
- Wild Coast 31
- Wolf Nomads 32
- Yeomanry 32
- Zeif, Sultanate of 32

Rulers of Greyhawk 33
- Royal & Noble Precedence... 33
- Peers of the Realm... 33
- Orders of Knighthood 34
- Social Rank & Hierarchal Status 34

Political Map of the Flanaess 35
Lands of the Flanaess, at a Glance 36
Settlement Population 48
- Village 48
- Town 48
- City 48

Rates of Travel 49
- Land 49
- Rivers 49
- Lakes 49
- Oceans and Seas 49

Geography of the Flanaess 50
Bodies of Water 50
- Azure Sea 50
- Nyr Dyv 50
- Lesser Bodies of Water 50

Hills and Highlands 51
- Abbor-Alz 51
- Cairn Hills 51
- Hestmark Highlands 51
- Kron Hills 51
- Lesser Hills and Highlands 51

Marshes and Swamps 53
- Cold Marshes 53
- Vast Swamp 53
- Lesser Marshes and Swamps 53

Mountains Ranges 53
- Corusk Mountains 53
- Crystalmist Mountains 53
- Griff Mountains 53
- Hellfurnaces 53
- Yatil Mountains 53
- Lesser Mountain Ranges 54

Rivers 54
Timberlands 56
- Adri Forest 56
- Amedio Jungle 56
- Burneal Forest 56
- Celadon Forest 56
- Dreadwood 56
- Gamboge Forest 56
- Gnarley Forest 56
- Grandwood Forest 56
- Suss Forest 57
- Vesve Forest 57
- Welkwood 57
- Lesser Timberlands 57

Wastelands 59
- Bright Desert 59
- Dry Steppes 59
- Land of Black Ice 59
- Rift Canyon 59
- Sea of Dust 59

Deities of Greyhawk 60
Gods of the Flanaess 60
- Greater Gods 60
- Intermediate Gods 61
- Lesser Gods 62
- Demigods & Quasi-Deities 63

Demihuman Gods 64
- Dwarven Gods 64
- Elven Gods 64
- Gnomish Gods 65
- Halfling Gods 65
- Orcish Gods 65

Gods of the Flanaess 66
Gods of the Dwaves 77
Gods of the Elves 79
Gods of the Gnomes 82
Gods of the Halflings 83
Gods of the Orcs 85
Adventures in Greyhawk 89
- Quest of the Mist Golem 89
- Werewolves of the Menowood 89
- The Lost Passage of the Suloise 90
- The Jungle of the Lost Ship 91
- The Copper Raider 91
- The Stolen Seal 92

Adventure Locales 92
Encounter Tables 93
Level Distribution of NPCs 105

A GUIDE TO THE WORLD OF GREYHAWK

As is obvious, the Eastern portion of the continent of Oerik, the Flanaess, is the center of enlightened humanity. Oerth has four great continents and countless islands, and four great oceans and countless seas which surround these bodies of land. Little is known about the lands of the western portion of Oerik, less still about the savage inhabitants of the other continents, but such knowledge is, of course, of little use anyway and of no importance to humanity.

The heavens are far more important and interesting. We must study the stars, those which wander and those which are fixed, to properly understand Astrology. The sun travels once around Oerth in 364 days, visiting the 12 Lairs of the Zodiac in an appointed round which never varies. The Great Moon (Luna) waxes and wanes in fixed cycles of 28 days each, upon which our months are based; while the Handmaiden (Celene, the small aquamarine satellite) follows a path which shows Her in full beauty but four times each year, thus showing us the time for our Festivals. When both Mistress and Handmaiden are full, things of great portent are likely to occur, depending upon the positions of the five wandering stars in the Lairs, naturally. For complete details of Astrology, we recommend the reader to such texts as Selvor the Elder's "Secrets of Ye Skye Revealed" or Yestro Bilnigd's "Astrology, Divinity, and Mankind."

Calendar of the Flanaess

The Greyhawk year consists of 364 days, split into twelve months of twenty-eight days each, and four seven-day festivals, each placed at three-month intervals. Different cultures have their own names for the months and festivals. The months and festivals are commonly referred to as the Dozenmonth of Luna and the Four Festivals (Needfest, Growfest, Richfest, and Brewfest).

Days in Greyhawk are reckoned in weeks of seven days each. The days of the month are: Starday, Sunday, Moonday, Godsday, Waterday, Earthday, and Freeday. Godsday is commonly associated with worship, and Freeday with rest. The remaining days are considered "work days."

An interesting feature of the Greyhawk calendar is that the days of the week always occur on the same day every year, a result of the year having a number of days divisible by seven. The first of the month is always a Starday, and the rest follow as shown below:

- Starday is always on the 1st, 8th, 15th, and 22nd of the month
- Sunday is always on the 2nd, 9th, 16th, and 23rd of the month
- Moonday is always on the 3rd, 10th, 17th, and 24th of the month
- Godsday is always on the 4th, 11th, 18th, and 25th of the month
- Waterday is always on the 5th, 12th, 19th, and 26th of the month
- Earthday is always on the 6th, 13th, 20th, and 27th of the month
- Freeday is always on the 7th, 14th, 21st, and 28th of the month

The months and festivals are based on the cycles of Oerth's moons, Luna and Celene. Luna has a twenty-eight-day cycle, while Celene's cycle is ninety-one days. Celene is full at the midpoint of each festival, while Luna is full at various times throughout the year. Notably, both moons are full on Richfest 3-5.

Month	**Common**	**Elven**	**Nomads**	**Season**
Needfest				
1	Fireseek	Diamondice	Tiger	Winter
2	Readying	Yellowillow	Bear	Spring
3	Coldeven	Snowflowers	Lion	Spring
Growfest				
4	Planting	Blossoms	Frog	Low Summer
5	Flocktime	Violets	Turtle	Low Summer
6	Wealsun	Berrytime	Fox	Low Summer
Richfest				
7	Reaping	Goldfields	Snake	High Summer
8	Goodmonth	Sunflowers	Boar	High Summer
9	Harvester	Fruitfall	Squirrel	High Summer
Brewfest				
10	Patchwall	Brightleaf	Hare	Autumn
11	Ready'reat	Tinklingice	Hawk	Autumn
12	Sunsebb	Lacysnows	Wolf	Winter

Festivals and Holidays

The following festival weeks and holidays are celebrated throughout the Flanaess:

Brewfest: The fall harvest festival is marked with week-long contests between rival brewers, drinking halls, eating halls and taverns. The first and last days of the week are public holidays in Greyhawk and no one is compelled to work on those days.

Growfest: A seven-day festival week that is represented by start-of-growing season celebrations and ceremonies. Most people continue to work through this week, but it is noted for its heightened sense of good cheer.

Midsummer Day: Also known as the Holy Day of Pelor, Midsummer Day is held on Richfest 4. It is the holiest day for followers of Pelor, god of the Sun and Light.

Midwinter Night: The evening of Needfest Godsday (Needfest 4) is also known as Midwinter Night, and is holy to druids and nature sects.

Needfest: A seven-day festival week. Needfest 1 represents the beginning of the new calendar year. This time of year is celebrated through feasting, drinking, candle (and more magical) lightings, gift giving and, among the more pious religions, charity.

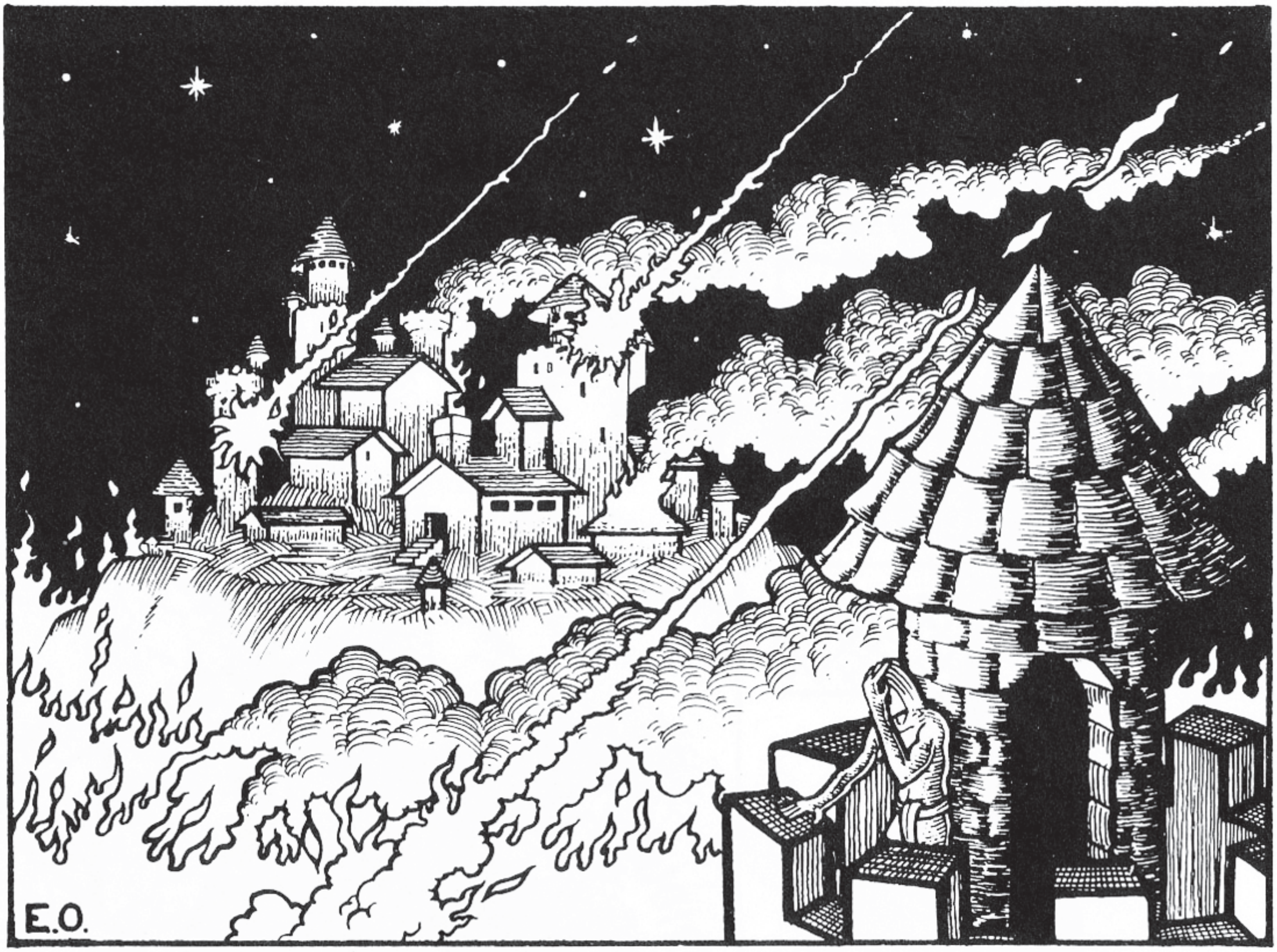
Richfest: This week is slow, easy celebration of summer. It is rarely taken as a formal holiday in the northern latitudes, but most in the southern climes of the Flanaess use it as an excuse to take it easy during what is usually the worst of the sub-tropical heat.

St. Cuthbert's Day: Growfest the 4th is Saint Cuthbert's Day, the largest annual festival for the religion.

A Brief History of the Flanaess

Timeline of Events

Common Year	(S.D.) Suloise	(O.C.) Olven	(B.H.) Bakluni	(F.T.) Flannae	(O.R.) Oerid	
	5031	3978	2175	1666	160	Beginning of the Baklunish-Suel Wars.
	5050	3997	2194	1685	179	First employment of humanoid mercenaries.
	5058	4005	2202	1693	187	Oerid migrations east of peak point.
	5069	4016	2213	1704	198	Suloise migrations begin.
	5094	4041	2238	1729	223	Invoked Devastation of Rain of Colorless Fire strike.
	5299	4246	2443	1934	428	Founding of the Kingdom of Aerdy.
	5406	4353	2550	2041	535	Battle of a Fortnight's Length.
	5516	4463	2660	2151	645	Overking crowned in Rauxes; frontiers of Great Kingdom reach Greyhawk City.
213	5728	4675	2872	2363	857	Age of Great Sorrow commences.
320	5835	4782	2979	2470	964	Nomads appear in North, outer dependencies of Aerdy gain sovereignty.
356	5871	4818	3015	2506	1000	Kingdom of Nyrond established; Kingdom of Keoland at peak.
437	5952	4899	3096	2587	1081	Turmoil Between Crowns.
446	5961	4908	3105	2596	1090	Founding of the Iron League; Bandit Kings sack Trigol; Rise of the Sea Princes.
461	5976	4923	3120	2611	1105	Demihuman realms of Ulek and Celene are affected.
479	5994	4941	3138	2629	1123	Might of Iuz grows, humanoid invasions become common.
498	6013	4960	3157	2648	1142	County of Urnst becomes Palatinate under Duchy of Urnst; Greyhawk becomes a free city.
513	6028	4975	3172	2663	1157	Rise of the Horned Society; humanoids take Pomarj.
563	6078	5025	3222	2713	1207	Bone March falls to humanoids.
569	6084	5031	3228	2719	1213	Battle of Emridy Meadows - Horde of Elemental Evil scattered.
573	6088	5035	3232	2723	1217	Scarlet Brotherhood first reported; Prince of Furyondy/Provost of Veluna kidnapped.
576	6091	5038	3235	2726	1220	Guide to the World of Greyhawk completed.



The commonly understood history of the Flanaess begins just over one thousand years ago, when the great conflict between the ancient Suloise and Baklunish empires forced massive migrations eastward across, around, and even under the western mountain ranges. This resulted in the mixture of races and cultures that defines the modern Flanaess.

Tales of the era before the migrations are fragmentary and poorly understood. Did monstrous creatures rule Oerik before the advent of humanity? Did the great races of humans, elves, dwarves, and the like arise by fiat of the gods or journey here from elsewhere? Did the elves raise humanity to civilization, or did humans achieve this on their own? Did the Flan once have their own empires and civilizations? Who built the oldest tombs in the Cairn Hills, the half-buried ruins in the Bright Desert, or the deserted stone cities in the Griff Mountains? Where were the fabled realms ruled by Johydee, the Wind Dukes of Aaqa, Vecna the Whispered One, the High Kings of the dwarves, or the elven King of Summer Stars? What became of the mysterious Isles of Woe, and who dwelled there? No one knows with any certainty.

Even histories of the early years of the migrations are unclear on many points. The Oeridian tribal realm of Thalland was so thoroughly absorbed by the kingdom of Aerdy that it survives only in name as the Thelly River. The ancient kingdom of Ahlissa, ruled by the Flan and easily conquered by Aerdy, is known today only for its founding wizard-queen, Ehlissa the Enchantress, and a magical nightingale she made. (The Flan here have almost vanished through intermarriage.) So, it goes for much of recorded time.

What is presented here is a history of the land accepted by most learned authorities and understood by almost anyone with a rudimentary education. The current time is the Common Year (CY) 576, which is also 1220 OR (Oeridian Record), 6091 SD (Suloise Dating), 5038 OC (Olven Calendar), 3235 BH (Baklunish Hegira) and 2726 FT (Flan Tracking).

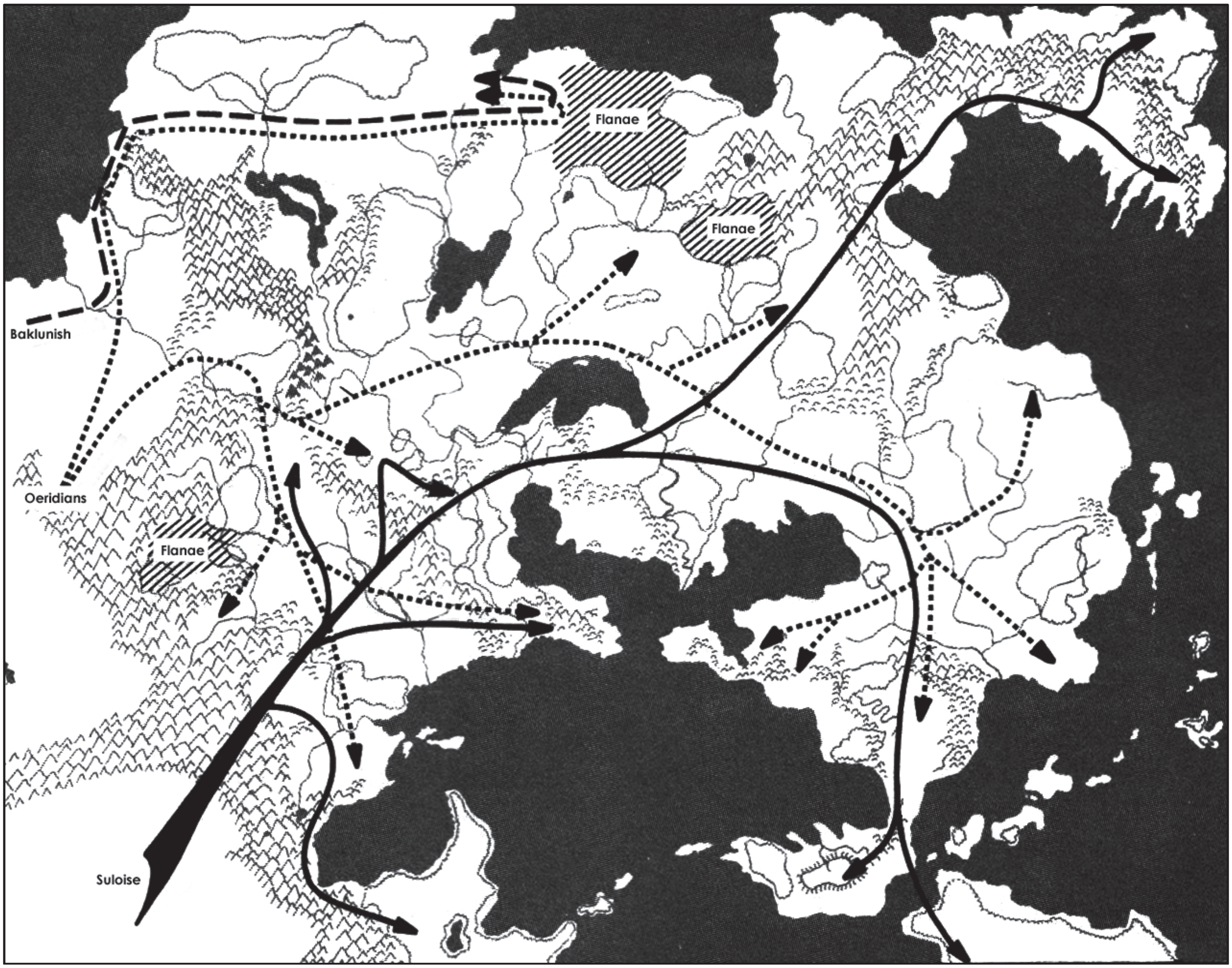
Disaster and Migration

The root cause of the animosity between the Suel Imperium and the Baklunish Empire is lost in time, but the end result of their final war haunts even the modern day. After decades of conflict, the Suloise Mages of Power called down the Invoked Devastation upon the Baklunish, resulting in an apocalypse so complete that its true form remains unknown. Entire cities and countless people were purged from Oerth, leaving few signs of the great civilization that thrived from the Sulhaut Mountains to the Dramidj Ocean.

In retaliation, a cadre of Baklunish wizard-clerics, gathered in the great protective stone circles known as Tovag Baragu, brought the Rain of Colorless Fire upon their hated enemies. The skies above the Suel Imperium opened, and all beings and things beneath this shining rift in the heavens were burned into ash. So terribly did these attacks plague the world that they have come to be called the Twin Cataclysms, a term understood by nearly every resident of the Flanaess. The Dry Steppes and Sea of Dust are geographical reminders of this unbridled magical power, now lost to all people - perhaps for the better.

Thousands survived the early years of the Suel-Baklunish conflict by fleeing east over the Crystalmists. The Oeridians, a confederation of barbaric tribes in close proximity to the warring empires, took the wars (and attendant raids from orc and goblin mercenaries in the employ of both sides) as a sign to migrate eastward in search of their ultimate destiny. They were the first large group to enter the lands of the Flan, which they termed the Flanaess.

Suloise refugees soon followed, sometimes working with the Oeridians to pacify the land, but more often warring with them over which race would dominate it. For over two centuries, Suel and Oeridian fought for control of the region from the Crystalmists to the Solnor Coast. Many Suloise were debased and wicked, and they lost most of these battles and were pushed to the periphery of the Flanaess.



Migration Map of the Flanaess

Though some Baklunish folk migrated eastward, many more fled north toward the Yatil Mountains, or to the shores of the Dramidj Ocean, where their ancient cultures flourish to this day. The very nonhuman mercenaries the Oeridians had sought to avoid found themselves swept up by these migrations. Many of the foul creatures that now plague the Flanaess arrived following the Oeridians and Suel. These renegade mercenaries trailed after human migrants in search of plunder, food, and slaves.

Keoland and Aerdy

The most successful union of Suel and Oeridian came in the Sheldomar Valley, where Keoland was founded eighty years after the Twin Cataclysms. The Suel Houses of Rhola and Neheli joined with Oeridian tribes on the banks of the Sheldomar and pledged themselves to mutual protection and dominion of the western Flanaess, an agreement that set the course of history for the region for the next nine centuries. Of all the new realms formed during those tumultuous days, only Keoland remains.

Farther east, the most powerful of all Oeridian tribes, the Aerdi, reached the Flanmi River. From there they spread outward again, conquering indigenous peoples and fellow migrants alike. In time, the kingdom of Aerdy ruled the whole of the eastern Flanaess and moved its borders westward. One hundred and ten years after the defeat of the last meaningful threat to Aerdi sovereignty, at the Battle of a Fortnight's Length, the leader of Aerdy was crowned as overking of the Great Kingdom. Overking Nasran also marked the birth of a new calendar, and with the Declaration of Universal Peace, the sun arose in the east on the first day of the first Common Year. The writ of imperial Aerdy eventually encompassed holdings as far west as the Yatils, controlling the southern Nyr Dyv with a small garrison at an insignificant trading post known as Greyhawk.

From 213 CY on, the Aerdi overkings grew lax, caring more for local prestige and wealth than for the affairs of their vassals in distant lands. This period was called the Age of Great Sorrow. As each sovereign passed, he was replaced with a more dimwitted and less competent successor, until the outer dependencies of Aerdy declared their independence. The viceroyalty of Ferrond led the way, becoming the kingdom of Furyondy. Other regions also broke away from the ineffectual government of the overking over time, creating their own governments after achieving success in their 3wars of rebellion.

By 356 CY, the ruling dynasty of Aerdy, the Celestial House of Rax, had grown especially decadent. In response, the western province of Nyrond declared itself free of the Great Kingdom and elected one of its nobles as king of an independent domain. Armies gathered from all loyal provinces of Aerdy to suppress this brazen act. At this time, however, barbarians from the Thillonrian Peninsula raided the Great Kingdom's North Province, forcing the overking to divert troops from the western front. Nyrond easily survived and thrived.

The Kingdom of Keoland awoke from a long slumber in the third century, expanding to dominate its neighbors. This short-lived Keoish empire lasted almost two centuries before far-flung wars and internal strife laid it low. The outer dependencies declared their autonomy, and Keoland resumed its peaceful isolation.

The Ivids and Iuz

The darkest chapter in the history of Aerdy began in 437 CY. In this year, the upstart House Naelax murdered the Rax overking, inaugurating a series of gruesome civil wars called the Turmoil Between Crowns. Within a decade, Ivid I of Naelax was recognized as the undisputed overking of all Aerdy. As Ivid was rumored to be in league with powerful evil Outsiders, the Malachite Throne of the Great Kingdom became known as the Fiend-Seeing Throne, and the once mighty and upright empire became a bastion of evil and cruelty.

The lands of the Flanaess soon became acquainted with an altogether less subtle form of evil with the rise of Iuz, in the Northern Reaches loosely aligned with Furyondy. In 479 CY, a minor despot in the Howling Hills left his domain to his “son,” a being known as Iuz. Within a handful of years, Iuz had conquered his neighbors, setting up a small realm for himself. Tales told by refugees entering Furyondy spoke of unmitigated evil: Iuz was building a road of human skulls from the Howling Hills to his capital, Dorakaa. Worse, divinations and rumors marked Iuz as the offspring of an unholy union between necromancer and demon; he was seen to be a half-fiend towering 7 feet in height, driven by a thirst for blood, destruction, and conquest.

Political struggles within Furyondy prevented the king from acting decisively in this period, when the evil of Iuz might have been permanently checked. Instead, the cambion lord flourished until 505 CY, when he appeared to vanish from Oerth. In truth, Iuz was imprisoned beneath Castle Greyhawk by the Mad Archmage Zagig Yragerne, former lord mayor of Greyhawk. In Iuz’s absence, orc tribes and disloyal former subjects squabbled for control of his lands, allowing the forces of weal to rest for a time.

Fall of the Temple of Elemental Evil

Furyondy and Veluna are strong in the cause of justice and good. Although the demihuman have avoided general involvement in human wars, the formation of the demihuman principalities of Celene and Ulek highlights the fact that they will resist invasion from the humans inhabiting a state. They react in one of two manners when the realm becomes oppressive and/or evil: either they make their own territory separate from the surrounding land and unhealthy for intruders, or they remove to an area more suitable to their ethos. The many petty states of the Flanaess provide ample choices for the latter option, as do the cooperative humans of many such areas. Human and demihuman alliances on a large scale are no longer unfeasible or unimaginable.

The Battle of Emridy Meadows highlights this growing realization of mutual interest. Contingents of men-at-arm and cavalry from Furyondy and Veluna, together with a force of dwarves from the Lortmils, gnomes from the Kron Hills. and an army of elven archers and spearmen fought together against a vast horde of evil men and humanoids (orcs, gnolls and ogres predominantly). The opposing forces met on the grassy fields south of the Velverdyva river several leagues below the city of Verbobonc. The allied forces were closing upon the stronghold of the evil creatures, a huge, walled fortress known as the Temple of Elemental Evil, not far from the unfortunate village of Hommlet, when elven scouts reported that a huge army was approaching from the south. The Marshall of Furyondy, leader of the combined forces, ordered a withdrawal northward to a position scouted earlier. Light cavalry skirmishes were sent out to screen the withdrawal. and no real fighting took place that day.

When the horde of evil creatures marched forth next dawn they were confronted by the serried rank of the allied army. The pike of Furyondy and Veluna were arrayed so that their flank was secured by the Velverdyva; in the center were the banners of horse, and on the allied left were deployed bands of dwarves and gnomes, with a few units of elven archers placed in the intervals between. The humanoids fell immediately upon the left, while the men in the evil ranks rode to engage the center and right. The hordes of orcs, gnolls, and ogres thrust aside their hated foes and rushed to encircle the balance of the allied army. Thus, the fatal trap was sprung. for the whole allied army pivoted. as squadrons of knights drove into the rear of the on-rushing horde of evil and squares of elves emerged from the Gnarley Forest on the left. Trapped in this pocket with the bend of the Velverdyva at their backs and the human and demihuman army forming the chord of the arc, the packed mass of evil humans and humanoids fought hopelessly.

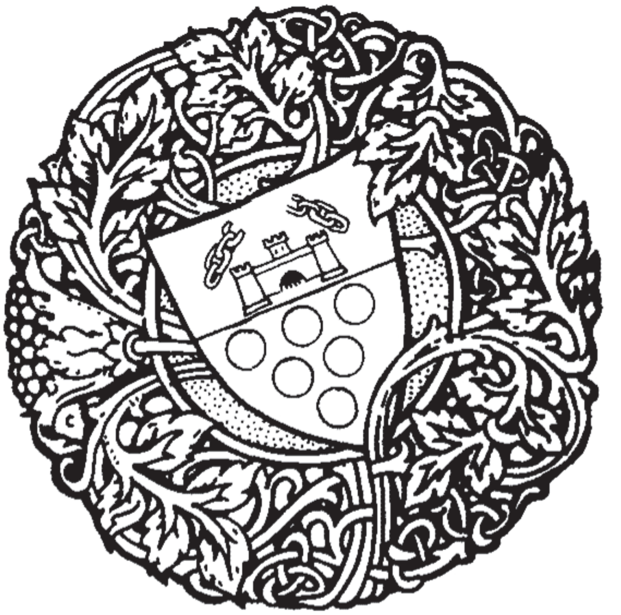
When the great slaughter was finished, the allied army went on to besiege the Temple of Elemental Evil, and it fell in a fortnight. The Demoness Tsuggtmoy (or Zuggtmoy) was imprisoned in the ruins of the place, with special wards to prevent her escape. Only a few of the wicked leaders of the Temple managed to escape, and it is suspected that these individuals were responsible for the subsequent kidnapping and total disappearance of the Prince of Furyondy.

The Prince, betrothed to the daughter of the Plar of Veluna, and serving as Provost of that state, as well as Marshall of Furyondy, was of key importance to the forces of good. Upon his marriage to Jolene of Veluna, the two States would have become a joint entity, the Archcleric ruling in matters spiritual, and the Prince (ascending the throne to become King) ruling in matters temporal. This state, with demihuman alliances, certainly would have waged continual war with the evil nations, and its previous success boded ill for opponents. The Prince's disappearance destroyed these plans, however. and brought about the current state of affairs in the Flanaess, which is confused indeed.

Humankind is fragmented into isolationist realms, indifferent nation, evil lands, and state striving for good. The Baklunish countries in the northwest have grown in power. Nomads. bandits, and barbarians raid southward every spring and summer. Humanoid enclaves are strongly established and scattered throughout the continent and wicked insanity rules in the Great Kingdom. The eventual result of all this cannot be foretold.

Storm Clouds

The years since Iuz’s return are seen as a prelude to some coming conflict. One alarming and potentially destabilizing force that has recently come into play is the Scarlet Brotherhood. This secretive monastic order first reported in 573 CY, the same year in which Prince Thrommel of Furyondy, hero of Emridy Meadows, vanished.



Player Races of the Flanaess

Humans

Human characters, as described in The Player's Handbook are "the most diverse of all the races", stemming from the fact that they come from varied ethnic and cultural groups. In the World of Greyhawk and other campaign settings, a human's ethnicity and cultural roots may affect that character's physical attributes, starting languages, values (and, consequently alignment) and choice of character class.

Cultural Groups

This section details the human racial groups of the Flanaess… the major continent of Greyhawk. There are few pure racial groups extant on the Flanaess, save perhaps at the fringe areas of the continent. Of course, the races of demihumans are relatively unmixed, but humankind, as is its wont, has industriously intermixed in the central regions to form a hybrid type that has become the norm.

Baklunish: The Baklunish people have golden-hued skin tones. Eye color is commonly gray-green or green, with gray uncommon and hazel rare. Hair color ranges from blue-black to dark brown. Ekbir, the Tiger Nomads, Ull, and Zeif typify the straight Baklunish strain. The Wolf Nomads are intermarried with the Rovers of the Barrens, so they show the darker Flan blood. Ket is so mixed with Suel and Oeridian blood as to be the least typical of the Baklunish race, for the people of Ket are pale yellow or golden-brown or tan in skin color, with virtually any hair color possible save the lightest yellows and reds. Both the Paynim tribes and Tusmit show occasional admixture, also.

Flannae: The Flan race has a bronze-colored complexion. This varies from a lighter, almost copper shade to a very dark tone which is deepest brown. Eye color is commonly dark brown, black, brown, or amber (in declining order of occurrence). Hair coloration is black, brown-black, dark brown, or brown.

Also, Flannae tend to have wavy or curly hair. People of the Duchy of Tenh are pure Flan, proud of their bronze color. Geoff and Sterich, despite mixture, show strong Flan racial influence. The Rovers of the Barrens are of the copper-toned sort of Flannae, although the western tribes show the golden skin color of the Baklunish due to interbreeding with the Wolf Nomad tribes. The people of the Hold of Stone Fist and the citizens of the Theocracy of the Pale are primarily hybrids, the former Flan/Suel, the latter Flan/Oeridian. The inhabitants of the Pale are particularly handsome.

Oeridians: The Oeridians have skin tones ranging from tan to olive. They have hair which runs the gamut of color from honey blonde to black, although brown and reddish brown are most common. Likewise, eye coloration is highly variable, although brown and gray are frequently seen in individuals.

Unmixed Oeridians, despite claims of the Great Kingdom, are most common in Furyondy, Perrenland, the Shield Lands, and in the east and south in North Province, Medegia, and Onnwal and Sunndi.

Olman: The Olman people mainly inhabit the southern fringes of the Flanaess and are primarily a tribal people, though in the past they commanded a great empire. Not much is known of their customs or gods.

They mainly inhabit the southern fringes of the Flanaess, within the Amedio Jungle, and are primarily a tribal people, though in the past they commanded a great empire. The modern Olman inhabit the Amedio city-state of Xamaclan (last remaining city-state of the Olman's Amedio empire) and are also spread out in isolated tribes throughout the Amedio Jungle. Sparse populations also exist elsewhere. One such remote location is the Isle of Dread, an island far to the south of the Azure Sea which was overrun centuries ago. Olman tend to have reddish-brown or dark brown skin tones and speak their own language.

Rhennee: Rhennee is generally used in reference to the Rhennee people, a race of nomadic humans living in the Flanaess; though the term may also refer to the culture of said people. They speak a unique language called Rhopan that borrows heavily from both other languages and the cant of thieves' guilds. They have no written language and no recorded history. Their history is passed through oral tradition, and therefore it is assumed the Rhennee themselves do not know the story of their origin.

Rhennee are often distrusted by many people and are thought of as thieves and worse. But there are a few, rare communities and cities that welcome them. Among these are both Veluna and The County of Urnst. They can also be commonly found in Dyvers, Perrenland, and in the Wharf and River Quarters of the Free City of Greyhawk.

Due to stereotypes and prejudice, the Rhennee are exploited and harassed, i.e., stopped to pay extra taxes, prohibited from trading areas, jailed for lacking fishing permits, but are driven away by illegal fishermen, etc.

This persecution, as well as their cultural differences, has held them to become and insular people. They have social taboos, that are perceived as virtually unbreakable, that prohibit such things as marrying outside of their own culture or teaching their language to non-Rhennee. They also have cultural standards that allow them to treat non-Rhennee differently from their own people. They can lie, cheat, steal, and deceive outsiders but these actions can end up with them being banished from Rhennee culture if they are done to others of their own families.

The skin tones of the Rhennee range from olive to tan, their hair is usually curly and brown or black, with grey, blue, hazel and sometimes green eyes. The Rhennee are short and wiry but strong, men averaging 5 feet 6 inches and women shorter.

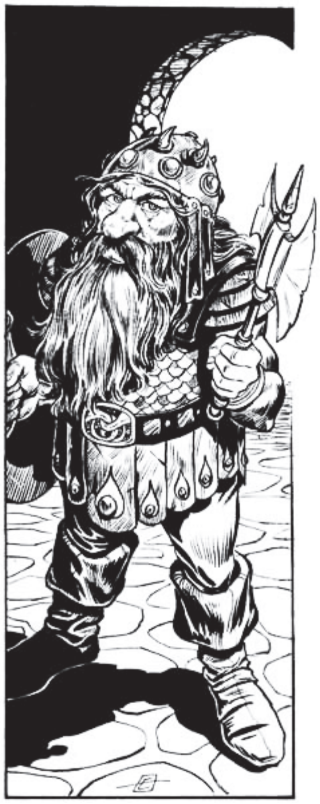
Suloise: The fleeing Suel folk were scattered in a broadcast fashion across the Flanaess, so that most tended to mix with other groups. The Suel race is very fair-skinned, some being almost albino. They have light red, yellow, blond, or platinum blonde hair. Eye color varies from pale blue or violet through deep blue, with gray occasionally occurring. Curly to kinky hair is common. The inhabitants of the Duchy of Urnst are nearly of pure Suel race. The Frost, Ice and Snow Barbarians are perfect specimens of unmixed Suloise blood; the nearly albino Snow Barbarians are the best example.

The Suel folk are quite predominant in the island groups off the eastern coast of the Flanaess as well as on Tilvanot Peninsula, in the Scarlet Brotherhood region. Those bands that migrated into the vast Amedio Jungle and Hepmonaland are so altered as to be no longer typical of the race; they are tan to brown with heavy freckling.

Dwarves

The dwarves, called the dwur by the Flan, have two main subdivisions. The more common hill dwarves have complexions of deep tan to light brown, with hair of brown, black or gray. Eyes are of any color save blue. They are solidly built, though seldom exceed 4 feet in height. Mountain dwarves are somewhat taller, with lighter coloration. All dwarves are bearded.

The dwarves do not speak of their origins to outsiders, so little of their ancient history is known. However, it is understood that they once had great underground halls in the northern Crystalmists that were destroyed by the Invoked Devastation. Their last High King perished in the aftermath, and the clans have ever since been sundered. Led by lords and princes of differing noble houses, the dwarf clans allied with elves and gnomes during the Suel and Oeridian migrations, and even joined humans of reliable disposition to defend their territories. In the present day, dwarves are found in rugged mountains and hills, particularly in the Lortmils, Glorioles, Crystalmists, Iron Hills, Principality of Ulek, and Ratik.



The dwur are perceived as materialistic, hardworking, and humorless. They tend to be dour and taciturn, keeping themselves separate from other folk, but they are also strong and brave. In wartime they are united and willing to see victory at any cost, but prone to avenge old slights and reject mercy. They jealously defend the honor of their clans and families, and greatly revere their ancestors, building elaborate monuments to them. Yet, their chief love is precious metal, particularly gold, which they work with great mastery. Some dwarves suffer from an affliction called gold-fever; when their desire for the substance becomes so overwhelming that it consumes their souls. The tradition of dwarven honor demands that leaders dispense treasure to their loyal followers, and the inability to do this is a sure sign of gold-fever. Dwarves also place great value on their long beards, often braiding them and twining them with jewels and gold wire. It is a terrible dishonor to be shorn.

The traditional garb of dwarves is woolen trousers and a belted linen tunic, with a hooded cloak or cape worn over all. Their boots are of heavy leather, with or without buckles. Colors are a mixture of earth tones and loud, check-patterned hues. They also favor leather accoutrements, fitted with as many jewels and precious metals as they can hold. Females and males usually dress identically, except on certain ceremonial occasions when females wear a tabard-like over garment, while males don their best embroidered work aprons.

Dwarven elders hold the secrets of their race's magic, best exemplified by their magnificent armor, weapons, and tools. They also oversee the construction of monuments and tombs, many of which have magical traps and curses of great cunning.

Subraces: The hill and mountain dwarf subraces are described in The Player's Handbook and may be played as presented in that tome. They are the only subraces that may be played as player characters.

Elves

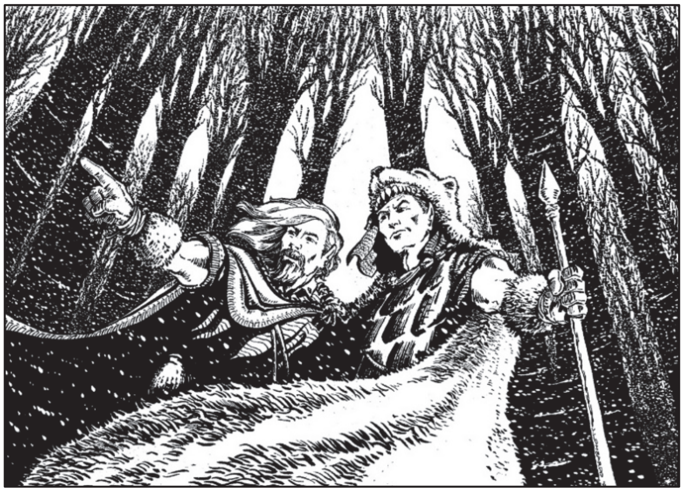
The elves (olve in Flan) are slight of stature (averaging 5 feet) and fair of complexion. Hair and eye coloration vary by kindred. High elves are usually dark-haired and green-eyed. The noble gray elves have either silvery hair and amber eyes, or pale golden hair and violet eyes (the second type commonly called faerie or fey elves). The hair color of wood elves ranges from yellow to coppery red, and eye color is a shade of hazel or green. Wild elves are the smallest of the elven folk, but otherwise resemble the wood elves. Valley elves appear to be taller versions (of nearly human height) of the gray elves, while snow elves tower above most humans and are exceedingly thin and pale.

Elves were present in the lands east of the Crystalmist Mountains for uncounted centuries prior to the rise of the first human kingdoms there. Slowly driven from open country to more secluded and better defended strongholds by the growing strength of both human and nonhuman folk, elves still held a number of forest and upland realms at the time of the Twin Cataclysms. The invading humans, orcs, and others pressed them further, until some prominent elven realms made military and political alliances with dwarves, gnomes, and halflings, and even with certain major human tribes (usually Oeridian). Today, elves are dominant in Celene, Sunndi, Highfolk, the Vesve Forest, and the Lendore Isles. Elves are concerned with life itself and spend long periods contemplating natural beauty. Long-lived and curious, they enjoy exploration and remember much. Their frolics are usually joyous events, though some gatherings have a melancholy tone. The fine arts are much appreciated. Elves measure kinship in terms of broad, ethnic divisions, though family bloodlines, particularly among the nobles, often cross these ethnic boundaries. Valley elves are unique in that they have no social relationship with other elves in the Flanaess, being hated by them for unknown reasons.

Elves normally attire themselves in pale forest hues, though they favor more intense colors in urban settings. Generally, males wear a blouselike shirt over close-fitting hose and soft boots or shoes, while females favor a frock with sash, or a blouse with an ankle-length skirt. Hunting garments are typically in neutral colors like shades of brown, tailored for silent and easy movement. Gray elves wear complex gowns and flowing robes of pure white, sun yellow, and silver and gold set off by polished leather of contrasting colors, accented by jewels. Wild elves usually wear kilts, boots, and rough shirts. All elves favor cloaks, especially when traveling, typically gray or gray-green. Elves are fascinated by all types of magic, especially illusions and charms. They also produce superior and elegant magic garments, weapons, and armor.

Subraces: The high elf, grey, and wood elf subraces presented in The Player's Handbook may be played as presented in that tome. The following subraces may also be played:

Snow Elves: Snow elves are almost only found in the snowy Crystalmist Mountains, although a few tribes have made their way into the Barrier Peaks and the Jotens. There are unconfirmed rumors of snow elf tribes in the distant Griff and Corusk Mountains as well. They are close-knit and fairly isolated from the rest of elvish society; and are known for their scorn of "lowlanders" with the exception of the valley elves (below) whom they find tolerable and occasionally admirable. They have an abiding hatred of drow that exceeds all the others of their race. They are taller than other elves (and most humans), but rail-thin, with white hair, tanned skin, and silver eyes.



Except for the valley elves, whom they tolerate and occasionally befriend, snow elves actively dislike all races other than their own, and they go out of their way to make that fact known if given the opportunity. Drow incite a kind of madness in snow elves, and only overwhelming odds will prevent a snow elf from attacking any drow or drow ally.

The appearance of the snow elves has perhaps given the other elven races reason to doubt their lineage as being purely elven. They are the shortest lived of the elves, with average lifespans of 750 years (900 being incredibly ancient).

Player Character Information

Snow elves are played as wood elves, with the following alterations.

Ability Adjustments: Snow elves have a +1 bonus to their initial Dexterity score but suffer a -1 penalty to Charisma score due to their arrogant and xenophobic nature.

Combat Bonuses: Snow elves gain a +1 bonus with spears and javelins in place of the usual combat bonuses with swords and bows.

Proficiencies: Snow elves are proficient with all spears and with javelins, as well as longswords and short swords. Snow elves commonly take Profession: Trapper or Survival as their background skill.

Resistances: In addition to the usual elven immunities to sleep and charm spells and effects, snow elves also have resistance to cold damage.

Valley Elves: Valley elves are thought to be an offshoot of the gray elves and have all of the powers and abilities of that subrace but speak the gnomish language.

Valley elves are unusually tall, some of them growing to the height of humans, with hair color of silver or gold and eyes of amber and violet. They are shunned by other elven sub-races, who do not consider them "true elves" but are greeted with goodwill by gnomes.

The name of valley elves is derived from the Valley of the Mage; the only place they are native to. Valley elves are distrustful of outsiders, to the point of xenophobia. With the sole exception of snow elves, valley elves are despised by all other elven subraces, including the drow. The reason for such antipathy is uncertain, but some have speculated that it was because they sold their loyalty to a powerful master in exchange for extraplanar knowledge. Despite their xenophobia, valley elves work closely with the gnomes and humans of the Vale of the Mage in defense of their mutual home. Most needs of the valley elves are provided by the Mage of the Valley. Foraging makes up for the rest.

Player Character Information

They are played as grey elves, except that they usually speak Gnomish rather than Common.

Wild Elves: Wild elves, or grugach, are the most reclusive of all the elves; xenophobic towards all other races including other elves. The wild elves, who are found in the depths of the Phostwood, pride themselves on their isolation and skill at keeping hidden. Their skin tends to be brown and they have similar colored hair which lightens with age.

Player Character Information

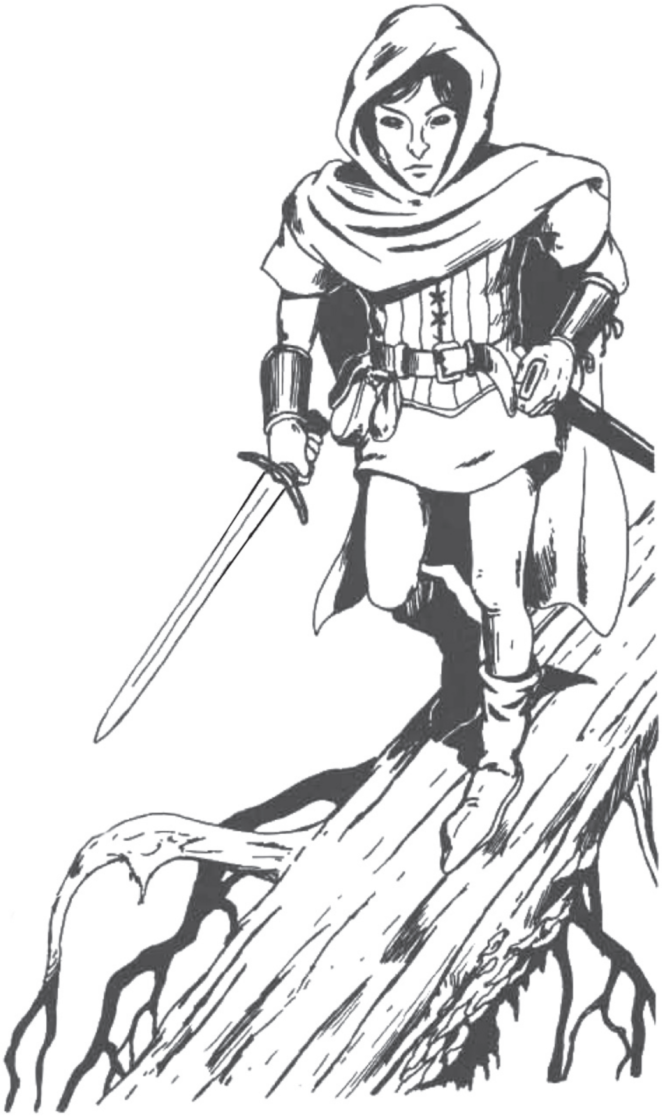
They are played as wood elves with the following exceptions:

Ability Adjustments: Grugach have a +1 bonus to their initial Dexterity score but suffer a -1 penalty to Charisma score due to their xenophobic nature.

Combat Bonuses: Snow elves gain a +1 bonus with spears and bows in place of the usual combat bonuses with swords and bows.

Proficiencies: Wild elves are proficient with spears in place of longswords.

Size: Wild elves are smaller and slighter than all other elves and are considered to be Small-sized creatures.



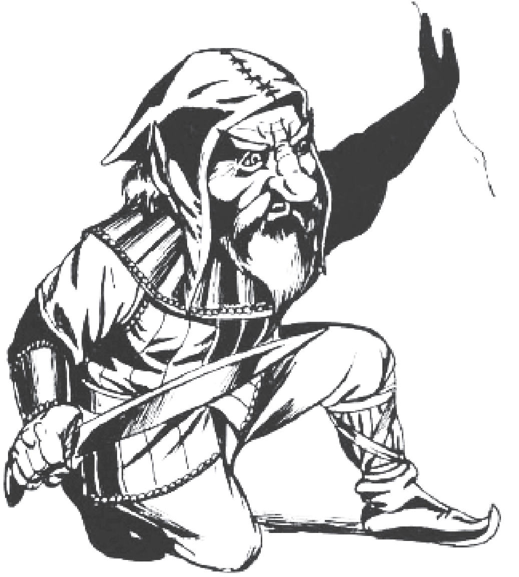
Gnomes

Gnomes (noniz in Flan) are solidly built and muscular despite their height. (Most gnomes stand just over 3 feet tall.) Two major groups of them exist: surface gnomes (the most commonly seen) and deep gnomes (who live far underground). Surface gnomes are brown-skinned and blue-eyed, and almost all adults have light hair with a tendency toward male baldness. Deep gnomes are hairless and wiry in physique, with gray or gray-brown skin.

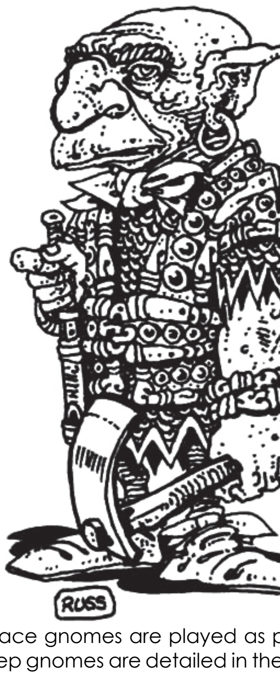
Males are most often bearded, though not so much as their dwarven cousins. Their facial features are a bit exaggerated compared to human norms, with prominent noses and eyebrows and leathery skin.

Surface gnomes of the Flanaess have their origins as trappers and herders in the remote wooded highlands of the north. Their southward expansion began only a few centuries before the Invoked Devastation, bringing them into lands populated by other races. Their lairds and chieftains recognized the authority of elven or dwarven sovereigns but discouraged any mingling of peoples until the Suel and Oeridian migrations encouraged cooperation between races. Most gnomes inhabit great burrow communities in the Lortmils and Kron Hills, and east in the Flinty Hills.

The history of the deep gnomes is unknown to others, as they are so isolated and little seen. Their homeland is said to be a vast kingdom within a miles-deep cavern, where they are ruled by a wise and brooding monarch. Gnomes are possessed of sly humor and earthy wisdom. Measuring the practical value of things as seen by the gnomes against the pretensions of other cultures, their wit is often revealed in inventive and embarrassing ways. Their creativity is not limited to practical jokes. They are fine craftsmen who appreciate precious stones and make beautiful jewelry, along with woodwork, stonework, and leatherwork of excellent quality; they invent and experiment often. Seldom avaricious, gnomes take equal pleasure in music and story, food and drink, nature and handmade things. Most gnomes are not prone to cruelty, though their lively jokes may sometimes make things appear otherwise.



Surface gnomes in the Flanaess tend to dress in dark colors, favoring earth tones but enjoying stripes and brightly dyed hats, belts, and boots. Males usually wear high-collared shirts or blouses with trousers and boots, and a double-breasted coat worn over all. Females wear high-necked blouses with aprons or ruffled skirts, often with a matching jacket. Their hunting garments are colored with mottled greens and browns intermixed. Deep gnomes are almost never seen unarmored, but are known to wear simple, dark tunics and aprons in their dwellings.

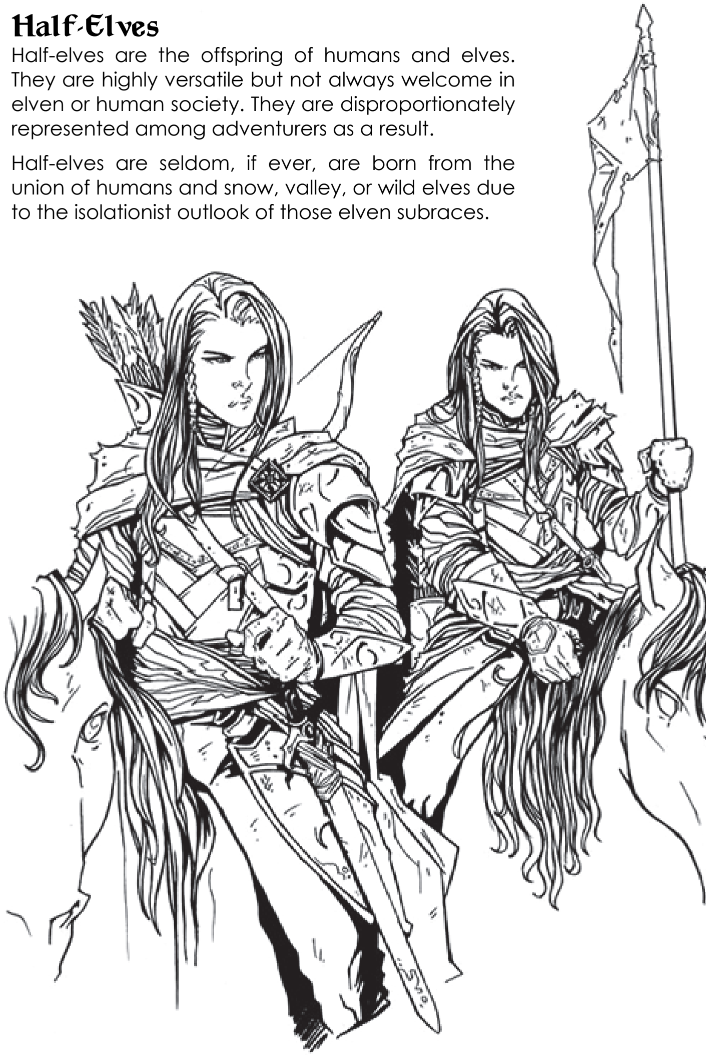


Subraces: Surface gnomes are played as per the Player's Handbook rules, while deep gnomes are detailed in the Dungeon Master's Guide.

Half-Elves

Half-elves are the offspring of humans and elves. They are highly versatile but not always welcome in elven or human society. They are disproportionately represented among adventurers as a result.

Half-elves are seldom, if ever, are born from the union of humans and snow, valley, or wild elves due to the isolationist outlook of those elven subraces.



Halflings

Halflings, called hobniz by the Flan, have three distinct types. The primary group is the lightfoot, the typical halfling found in the Flanaess. Lightfoots average just over 3 feet tall and are ruddy faced, with hair and eyes in various shades of brown. The next most common sort are the stouts, somewhat shorter than lightfoots and having broad features and coarse hair. Last are the tallfellows, who are taller, slimmer, and have fairer complexions than lightfoots. Most halflings have wavy or curly hair. Some, particularly stouts, also grow hair on their cheeks.

Halflings originally occupied small settlements in the river valleys of the west-central Flanaess. They spread slowly into other territories, so that by the time of the Suel and Oeridian migrations, few were north of the Gamboge Forest or east of the Harp River. They are common in much of the Sheldomar Valley, interacting freely with humans, dwarves, elves, and gnomes. Historically, they prefer to dwell in stable nations ruled by stronger folk.

Today, halflings are found in much of the Flanaess, but they still favor the central and western regions from the Urnst states to the three Uleks. Halflings are clever and capable, whether they are hard-working farmers or tricky rogues. Most halflings are curious and daring, getting themselves into trouble as often as they get themselves out of it.

They have great appetites for food, drink, and collecting things. They love fun, get along well with almost anyone who will at least tolerate them, and enjoy travel and opportunities for excitement. Halflings prefer to wear knee-britches and tunics or shirts, often with vests. Males wear coats and high collared shirts on formal occasions, while females dress in a bodice-covered shift and long skirts. Shirts and britches are often striped in alternating bright and dark colors. They dress themselves in gnome style when hunting or at war, wearing clothing of mottled greens and browns. The best-known halfling magic is culinary.

Many halfling foods are made to retain their freshness for lengthy periods, and they use herbs with healing and other medicinal properties. However, most halfling spells are defensive and protective in nature.

Subraces: Lightfoot, stout, and tallfellow halflings are played as described in The Player's Handbook.

Half-Orcs

Half-orcs (the children of orcs and humans) are usually born under unhappy circumstances in border areas between orc and human cultures.

Dark of mood and nature, many half-orcs achieve renown despite their rejection by their parents' folk and many others. Half-orcs are played as described in The Player's Handbook.

Character Homelands

There may be times when a Dungeon Master or player will want to know where a character was born and raised. The tables in this section can be used to assign native regions randomly or can be referenced in order to choose a suitable homeland for a player character or NPC if their places of origin are not limited to some specific area for campaign reasons.

The Most Common Alignment(s) and Primary Language(s) information are suggestions, not rigid determinators. There are numerous reasons why either might be different; if the DM feels the listed alignments and languages are inappropriate. Naturally, neither the DM nor players should feel bound by every birthplace or alignment tendency indicated by the chart.

Some places of birth might not seem logical for a certain class of character. If a birthplace seems incongruous with the class or other characteristics of a figure, simply re-roll or make a logical selection from the available choices.

Human Character Birthplaces

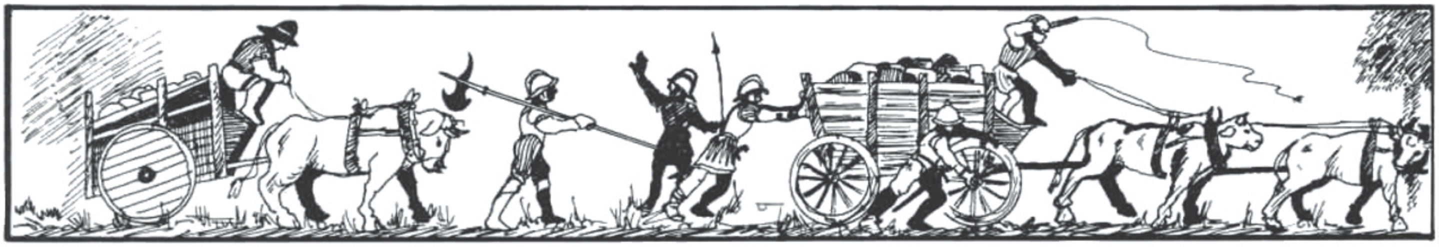
The following chart may be used to determine the birthplace of human characters. It should be noted that the chart favors those locations where the "most common alignment(s)" is non-evil. Bands of adventurers who are evil can be put together, of course, but since most modules and campaigns are designed for non-evils, the chart is designed with that in mind.

A birthplace chart will give the name of a general location. Either the DM or the player (if the DM prefers) can then select an exact site from the province/country or from the bordering forests or hills.

Birthplaces for Human Characters

Dice Roll	Place of Birth	Most Common Alignment(s)	Primary Languages
01-03	Prelacy of Almor	LG, LN	Common
04-05	Bissel	NG, N, LG, LN	Common
06-07	Ekbir	LG, LN, N	Baklunish
08	Frost, Ice or Snow Barbarians	CN	Fruz (The Cold Tongue)
09-18	Furyondy	LG, NG, LN	Common, (Velondi)
19-20	Geoff	LG, NG, CG, CN	Flan, Common
21	Gran March	LG, LN, NG, N	Common (Keolandish)
22-29	Great Kingdom	Any (LE, LN, NE, CN, CE)	Common, Oeridian
30-32	Greyhawk	Any	Common
33	Idee	NG, CG, N, CN	Common
34	Irongate	LN	Common
35-37	Keoland	LG, LN, NG, CG, CN, N	Common (Keolandish)
38	Ket	LN, CN, N, CE	Baklunish, Common
39-40	Lordship of the Isles	LN, N, CN	Common
41-50	Nyrond	LG, LN, NG, CG	Common (Nyrondese)
51-52	Onnwal	LG, LN	Common
53-54	Theocracy of the Pale	LG, LN	Common
55-57	Perrenland	LG, LN, N	Common
58-59	Plains of the Paynims	CN, N	Baklunish
60	Ratik	N, CN, CE	Common, Oeridian
61	Rovers of the Barrens	CN, N	Flan
62	Sea Barons	CN, N, NE	Common
63-64	Shield Lands	LG, NG, N	Common
65-66	Sterich	NG, CG, N, CN	Common
67-68	Sunndi	LG, LN, CG, N	Common
69	Duchy of Tenh	LN, N	Flan, Common
70	Tiger and Wolf Nomads	N, CN	Baklunish
71	Tusmit	LN, N	Baklunish
72	Tri-States of Ulek	LN, LG, CG, CN, N	Common
73	Ull	CN, N, CE	Baklunish
74-78	County or Duchy of Urnst	LG, NG, N	Common
79-88	Veluna	LG, LN, NG	Common (Velondi)
89-94	Wild Coast	Any (CG, CN, N, CE)	Common
95-96	Yeomanry	LG, LN	Common (Keolandish)
97-98	Zeif	LN, N	Baklunish
99-00	Elsewhere, or choose		

All player characters are fluent in Common, at least, and but may choose to learn other cultural tongues. Languages in (parenthesis) are used by a small percentage of that land's people but may still be learned by a character from those lands.

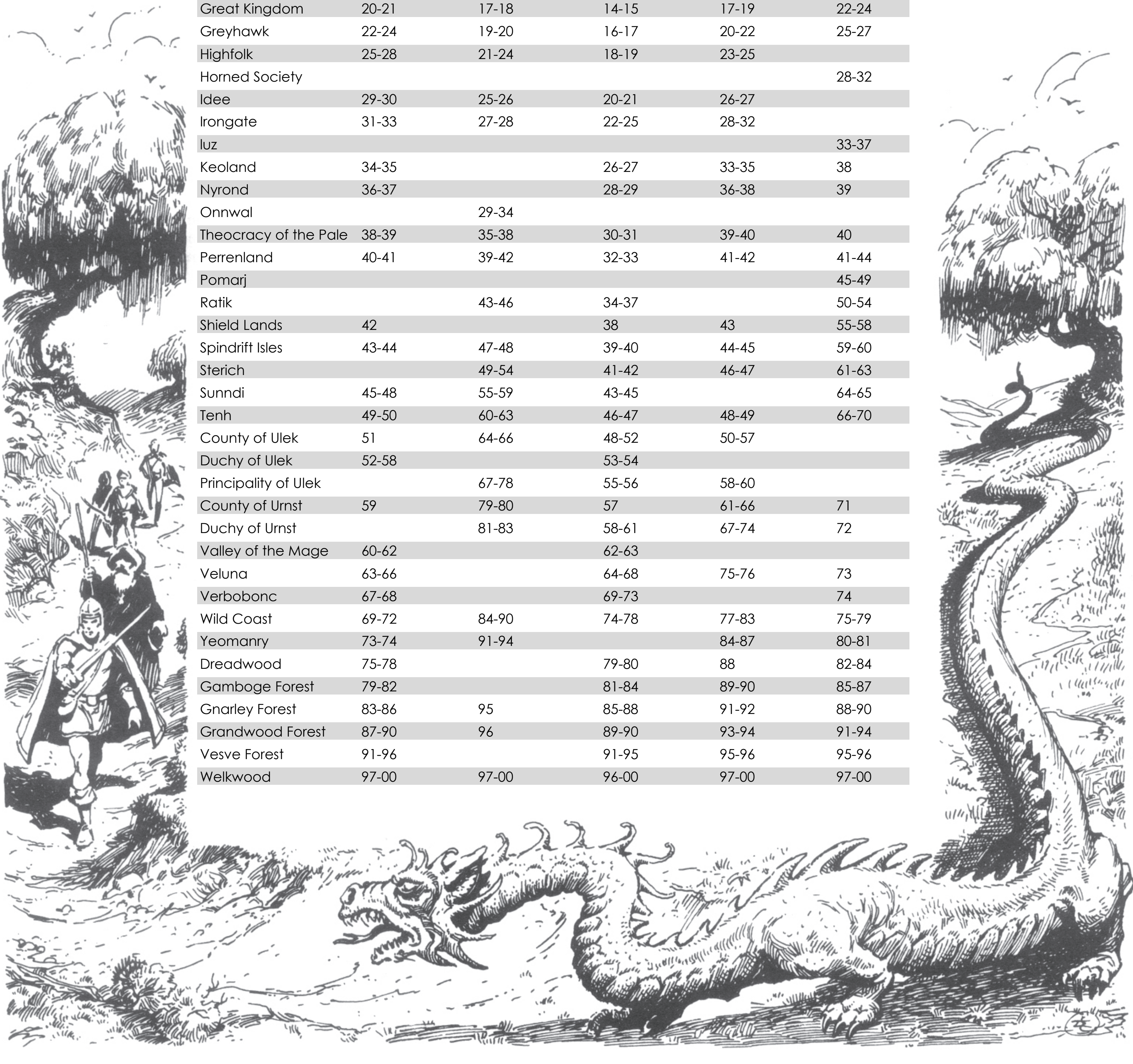


Demihuman Birthplaces

If a character is of one of the demihuman races, use the table below to determine birthplace. Half-elves are treated as elves or humans (at the player's discretion); half-orcs appear where humans and humanoids (specifically orcs) reside.

Birthplaces for Demihuman Characters

Area	Elves	Dwarves	Gnomes	Halflings	Half-Orcs
Bandit Kingdoms					01-06
Bissel	01-02	01-04	01-02	01-02	07-09
Bone March			03		10-14
Celene	03-09		04-05	03-05	
Dyvers	10-11	05-06	06-07	06-07	15
Furyondy	12-13	07-08	08-09	08-11	16
Geoff	14-17	09-12	10-11	12-13	17-19
Gran March	18-19	13-16	12-13	14-16	20-21
Great Kingdom	20-21	17-18	14-15	17-19	22-24
Greyhawk	22-24	19-20	16-17	20-22	25-27
Highfolk	25-28	21-24	18-19	23-25	
Horned Society					28-32
Idee	29-30	25-26	20-21	26-27	
Irongate	31-33	27-28	22-25	28-32	
Iuz					33-37
Keoland	34-35		26-27	33-35	38
Nyrond	36-37		28-29	36-38	39
Onnwal		29-34			
Theocracy of the Pale	38-39	35-38	30-31	39-40	40
Perrenland	40-41	39-42	32-33	41-42	41-44
Pomarj					45-49
Ratik		43-46	34-37		50-54
Shield Lands	42		38	43	55-58
Spindrift Isles	43-44	47-48	39-40	44-45	59-60
Sterich		49-54	41-42	46-47	61-63
Sunndi	45-48	55-59	43-45		64-65
Tenh	49-50	60-63	46-47	48-49	66-70
County of Ulek	51	64-66	48-52	50-57	
Duchy of Ulek	52-58		53-54		
Principality of Ulek		67-78	55-56	58-60	
County of Urnst	59	79-80	57	61-66	71
Duchy of Urnst		81-83	58-61	67-74	72
Valley of the Mage	60-62		62-63		
Veluna	63-66		64-68	75-76	73
Verbobonc	67-68		69-73		74
Wild Coast	69-72	84-90	74-78	77-83	75-79
Yeomanry	73-74	91-94		84-87	80-81
Dreadwood	75-78		79-80	88	82-84
Gamboge Forest	79-82		81-84	89-90	85-87
Gnarley Forest	83-86	95	85-88	91-92	88-90
Grandwood Forest	87-90	96	89-90	93-94	91-94
Vesve Forest	91-96		91-95	95-96	95-96
Welkwood	97-00	97-00	96-00	97-00	97-00



Overview of the Flanaess

In most states most of the population is centered round the capital city and the other large urban areas of the state. Similarly, most population density occurs in the midlands of an area, with decreasing density as the border is neared.

Communities are nearly always located on a waterway, road, or coast (lake or sea). Some small settlements occur in wilderness areas where some produce, resource, or the like, gives a reason for habitation. These communities are most thickly scattered in agricultural areas.

Forts and castles are generally found as the seat of aristocratic power or as protection against hostile incursion. Therefore, there will be several types of fortification within a state - those of a ruler, those of his or her liegemen, and military forts built to protect coasts or borders. There are also the fortified places built by independent nobles, petty lords, bandits, and so forth. These occur in borderlands, unclaimed areas, and other out-of-the-way locales.

It is safe to assume that one will encounter some form of habitation or stronghold in any given area of 100 square leagues, provided the place is relatively fertile and flat. The harsher the terrain, the less the likelihood of discovering habitation, although robber forts and the castles of petty aristocrats might well be found in such areas.

There are roads between major cities in each state. The general condition of these highways depends upon the particular state, but most are fairly broad and well-kept. These roads continue through border areas where trade routes exist. A secondary system of poor roads and cart tracks connects the small towns and border forts to the main traffic arteries. Roads of this nature are usually the only links between most states. There are notable exceptions, such as in the Ulek States, the two Urnst States, Furyondy and Veluna, and Keoland and Gran March. Maintenance of thoroughfares is by political subdivisions and communities. In certain areas travelers pay a toll for road usage, and a portion of this fee is used to maintain the road.

The various races of humanoids have generally been driven into the least favorable areas - mountains, barrens, marshes and swamps, and forests. From time to time groups of humanoids band together and attempt to retake areas of better land. This occurred in the Pomarj and Bone March. A similar attempt is now taking shape in the area of Furyondy and Highfolk.

Only Iuz, the Horned Society, and portions of the Great Kingdom allow the more civilized humanoids to dwell amongst the human folk, at least to any large scale. The large free cities are also known to allow various sorts of humanoids free access to their precincts.

Climate

The Flanaess is particularly blessed in regard to its weather. Except in the northern latitudes, the winter temperatures seldom dip below freezing except during the two winter months, and at night during early spring and late autumn. In the depths of winter, there will be a few days when the temperature reaches 0, and then gradual warming begins.

The northeast and central northern regions tend to be considerably colder, as the seas of those regions cause winter to linger about twice as long. An important exception to this is the Dramidj Ocean; its warm currents tend to moderate the climate of the lands which border it, to a degree similar to several latitudes further south. Both spring and autumn are protracted seasons, by and large. Summer in the central lands of Oerik lasts five or more months.

Prevailing winds tend to be from the northeast in the winter and autumn, from the east and southeast in other times. Most areas of the Flanaess have sufficient rainfall to assure abundant crops.

Cultural Distribution

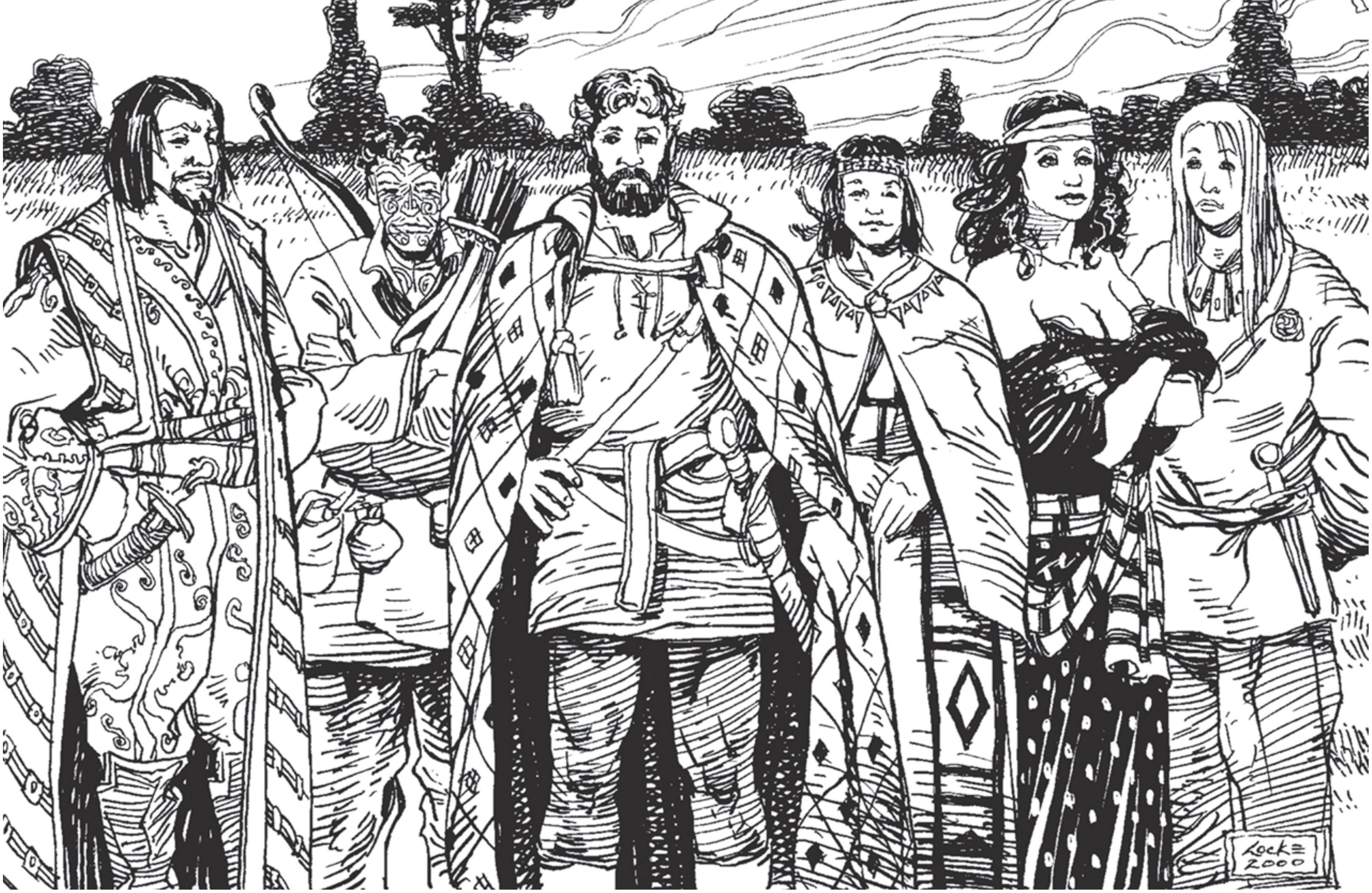
The predominant racial strain and particular admixtures of each of the major states of the Flanaess is given in the list below. The first letter is the predominant strain. Thus, “OSf” would mean an admixture of Oeridian with a strong Suel strain and a weak Flan mix, as the “f” is not capitalized. Had it been “OSF” (with a capital F), the indication would be that the Flan influence was only scarcely less than that of the Suel. Rhennee folk are found throughout the western lands of the Flanaess, while Olman tribesman are only found in numbers within The Amedio Jungle and upon The Isle of Dread.

The immixture of Oeridian and Suel is expressed as (SO) in the list. The original Flannae stock shows up with either Oeridian or Suloise or both as a coppery or bronze overtone. Oeridian and Baklunish groups develop a fairly light complexion, but the skin coloration is true yellow. A hybrid of Baklunish and Flannae gives a golden-copper or golden-bronze color which is possibly the most attractive complexion of any of the admixtures of the basic races.

In general, the skin color of an individual is of no particular importance. The dark Flan complexion shows up quite often in most nations. By contrast, the nobles of the Great Kingdom are proud of being light-skinned, just as the rulers of Tenh are overly conscious of the supposed superiority of their deep bronze color. In the central region of the Flanaess, from western Urnst Duchy to Geoff, there is little heed paid to either skin color or racial type, whether human or demihuman (or even humanoid, in some places). The main exception to this is the demihuman kingdoms, where humankind is judged inferior, especially in Celene.

Land	Cultural Groups
Almor	OS
Bandit Kingdoms	OFSb
Bissel	OSB
Bone March	(SO)
Blackmoor	OBf
Dyvers	OSfb
Ekbir	Bo
Frost, Ice, and Snow Barbarians	S
Furyondy	Ofs
Geoff	SOF
Gran March	SOf
Great Kingdom	OS
Greyhawk	OSfb
Highfolk	Os
Idee	OS
Irongate	Os
Iuz	Of
Keoland	SOf
Ket	BO
Lordship of the Isles	So
Medegia	Os
North Province	Os
Nyrond	Os
Onnwal	Os
Perrenland	OF
Plains of the Paynims	Bo
Pomarj	(SO)
Ratik	Sof
Rel Astra	Os
Rovers of the Barrens	Fbo
Sea Barons	So
Sea Princes	SOf
Shield Lands	Os
South Province	Os
Spindrift Isles	So
Sterich	OFS
Stonefist, Hold of	Fso
Sunndi	Os
Tenh, Duchy of	Fo
Tiger Nomads	Bof
Tusmit	Bo
Ulek, County	OFS
Ulek, Duchy	(Sfo)
Ulek, Principality	(SO)
Ull	Bo
Urnst, County and Duchy	SO
Valley of the Mage	OBf
Veluna	Osf
Verbobonc	Ofs
Wild Coast	Sof
Wolf Nomads	BOf
Yeomanry	SOf
Zeif	B

B: Baklunish, F: Flannae, O: Oeridian, S: Suloise



Baklunish, Flan, Oeridian, Olman, Rhennee, and Suloise humans

Languages of the Flanaess

Once a character's place of birth and alignment are fixed, it is time to determine the language(s) the character speaks. Following hereafter is a list of all possible languages and their basic characteristics, followed by lists to determine the language spoken by the human occupant of a given region.

Common sense and logic must be used when the lists are employed. Suloise, for example, is a language of learned men that is all but forgotten as a primary tongue. It would be silly to have a fighter of low intelligence speak it as a primary language just because that was the result produced.

Language	Usual Speakers
Baklunish	Peasant to king
Common*	Peasant to king
Ferral	Learned and ranked characters only
Flan	Peasant to king
Fruz	Barbarian races
Keolandish	Peasant to king
Lendorian	Educated characters
Nyrondese	Peasants and those of little education
Old Oeridian	Peasant to king
Olman	Peasant to king
Rhennee Cant	The Rhennee, barge folk of the Nyr Dyv
Suloise	Scholars, sages, arcane casters, bards
Velondi	Rural folk, peasants

*Common is known by all adventurers.

Most scholars agree that only seven of the countless dialects of Eastern Oerik were or are spoken by enough people to be properly called languages. These are:

Ancient Baklunish
Common
Flan
Old Oeridian
Olman
Rhennee Cant
Suloise

Ancient Baklunish: One of the ancestors of the Common tongue, Baklunish nevertheless bears its offspring little resemblance; this is to be expected after nearly a millennium of change, however. The Paynim tribes still speak Ancient Baklunish, although some traders and educated men learn Common for dealings with outsiders.

Common: A combination of Ancient Baklunish and the dialect of Old Oeridian spoken in the Great Kingdom forms the basis of this new, widely used tongue. Virtually anyone who crosses national boundaries must learn at least a smattering of common or be greatly handicapped. It is frequently the case that one language must be translated into Common before it can be translated into another desired language. This is possible because of the universality of Common's roots.

Flan: Doubtless the oldest language still spoken to any considerable extent. The Tenha still speak Flan, albeit a time-corrupted version of the language that once was widespread throughout the Flanaess. A stagnant language, it is difficult to translate modern concepts into Flan.

Old Oeridian: A younger language, Oeridian was totally free of outside influences until a few centuries ago. As a result, its linguistic components are unique and translation into any language except Common is all but impossible.

Olman is the language of the Olman people, written with thousands of complex pictographs.

Rhennee Cant: Though usually ignored in most writings on languages, Rhennee cant was studied by Revort Leyhar in some detail, using means he does not describe. He did not group it with other Flanaess languages, instead stating that its roots were of unknown origin but that it was a complete language, not a true "cant." The private language of the Rhennee has great flexibility and has incorporated many terms and phrases from other Flanaess tongues, particularly Old Oeridian and Common, with many specialized terms borrowed from mariners and thieves. Because this language has so few speakers (only the Rhennee) and may come from another world entirely, it is not considered one of the five "true" tongues of eastern Oerik.

Suloise: This ancient and widespread language became all but extinct when the Rain of Colorless Fire destroyed the Suloise Empire. Today it is rarely spoken, even among the few scholars who know the tongue; rather, it exists in its written state for the sake of those who would delve into the surviving arcane tomes of the Suel peoples.

In addition to the above five languages, there are several dialects and sub-languages worthy of note. These are:

Ferrel
Fruz (The Cold Tongue)
Keolandish
Lendorian
Nyrondese
Velondi

Ferral: Ferral is a now-secret Oeridian tribal language spoken only by officials of the Iron League. Ferral is used only for command and identification purposes, and thus cannot be considered an actual living language.

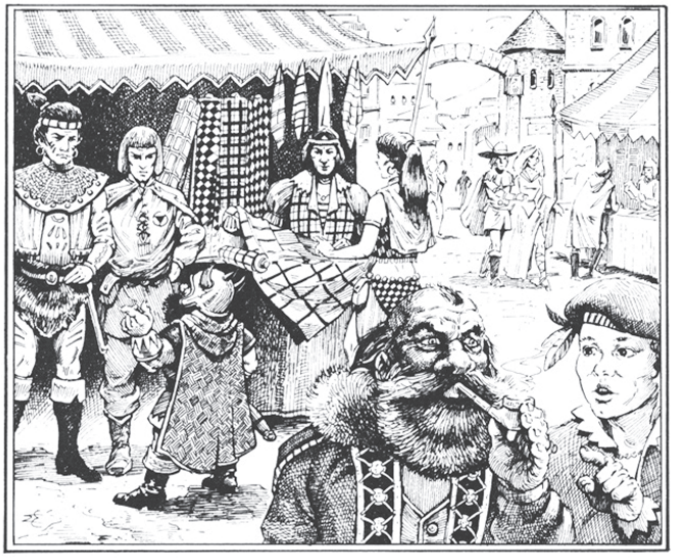
Fruz (The Cold Tongue): This dialect is primarily Suloise with Flan admixture. It is spoken commonly by the Ice, Snow, and Frost Barbarians. It has no relation to Common, and even speakers of Suloise find it hard to understand.

Keolandish: This is a widespread dialect of Old High Oeridian with local admixtures. It is spoken in areas in and around Keoland.

Lendorian: This is an obscure dialect of Suloise spoken in the Spindrift Isles. It has no relation to the Cold Tongue and is a secondary language to those who speak Common. It has little-to-no relation to Fruz (The Cold Tongue).

Nyrondese: This is a High Oeridian dialect of Common which is spoken in some areas of Nyrond. It is a primary language particularly for peasants, shopkeepers, and the like. Learned people almost always speak Common as well.

Velondi: Velondi is an Old Oeridian tribal language spoken primarily by rural folk near the Furyondy-Veluna



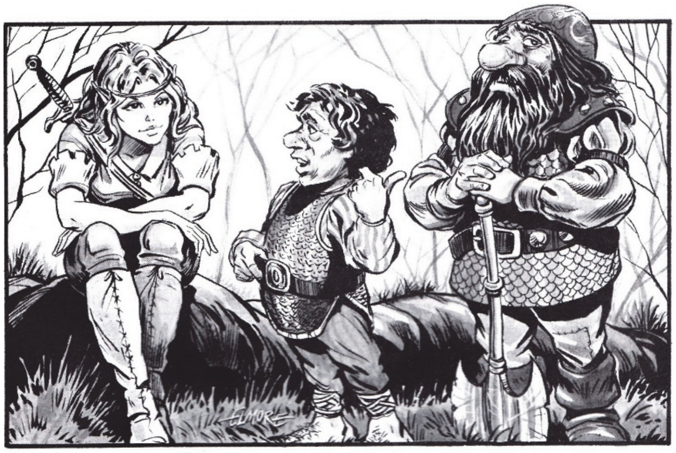
Racial and National Dress

Oeridians typically favor checks and plaids. Aerdi and Nyrondal houses tend to wear plaids, while the southern and western Oeridians favor checks. often of a diamond pattern or similar variation from the standard square. Clothing tends toward tight-legged trousers, close-fitting upper garments, and capes or cloaks.

Suloise folk have long used solid colors. Aristocratic houses have two or more such colors in their dress, so parti-colored garments are not uncommon. Similarly, the Suel people tend to favor display of emblems or tokens on their garments, typically of a contrasting color to their basic one. Dress was originally loose pantaloons topped by a baggy blouse. This form of dress has been changed to meet the needs of the varying climates, so the northern Suloise barbarians wear furs and skin garments, while those in the southernmost area have replaced the blouse with vest-like upper wear.

Flannae once wore brightly-hued body paints, with yellow ochre and vermilion being the favorites. While the Rovers of the Barrens still use considerable body painting (where their high boots, loincloth and chest and arm leather don't cover them), the more civilized Flan dress in the mode currently fashionable in their portion of the continent. Garments, however, tend to be of solid primary colors, with very bright hues predominant.

Baklunish peoples are of two sorts. The northern branch favors bright patterns and gaudy colors. They wear gowns and robes, or else short breeks and flowing coats. The poorer folk even wear gaudy prints, although their garments are typically a one-piece coverall with whatever additional garb they can add. The southern branch likes parti-colors of a more pastel hue. Their dress is complex and full of many puffs and slashes when adorned for special events. They commonly wear rough hide and cloth when traveling or at war, with shields and banners showing clan colors.



Dwarven folk love shades of brown, red, and gray contrasted with a bright splash of color and picked out with as much precious metal as they can possibly wear. Leather is a favorite material, with wool being popular also. Dwarves wear clothing like that of the Oeridians.

Elves of the sylvan ilk dress like Suloise, except their colors are pale tints of green, fawn, ecru, and dove gray. High elves are similar in mode of apparel, but they add blues, lilacs, and purples to the more natural forest hues of their woodland kin. Hunting and war garments are brown, russet, or tan. Gray elves wear very complex and flowing garb of pure white, sun yellow, silver and gold lame set off by polished leather of contrasting colors and highlighted by jewels. Valley elves favor loose and flowing garments in hues of blue and green. All elvenkind wear cloaks, especially when traveling. These garments are neutral gray or gray-green.

Gnomes and halflings dress in a similar fashion, often replacing their trousers with knee-length britches. The gnomes favor more stolid colors - brown breeks, a tan blouse, green boots and belt, with a dark brown jacket or coat. A halfling in the same garb might have a yellow shirt and top off with a cap of green with a bright yellow feather in it. Both races will often wear striped clothing. When hunting or at war, they likewise favor garb of a curiously mottled sort, with greens and browns intermixed.

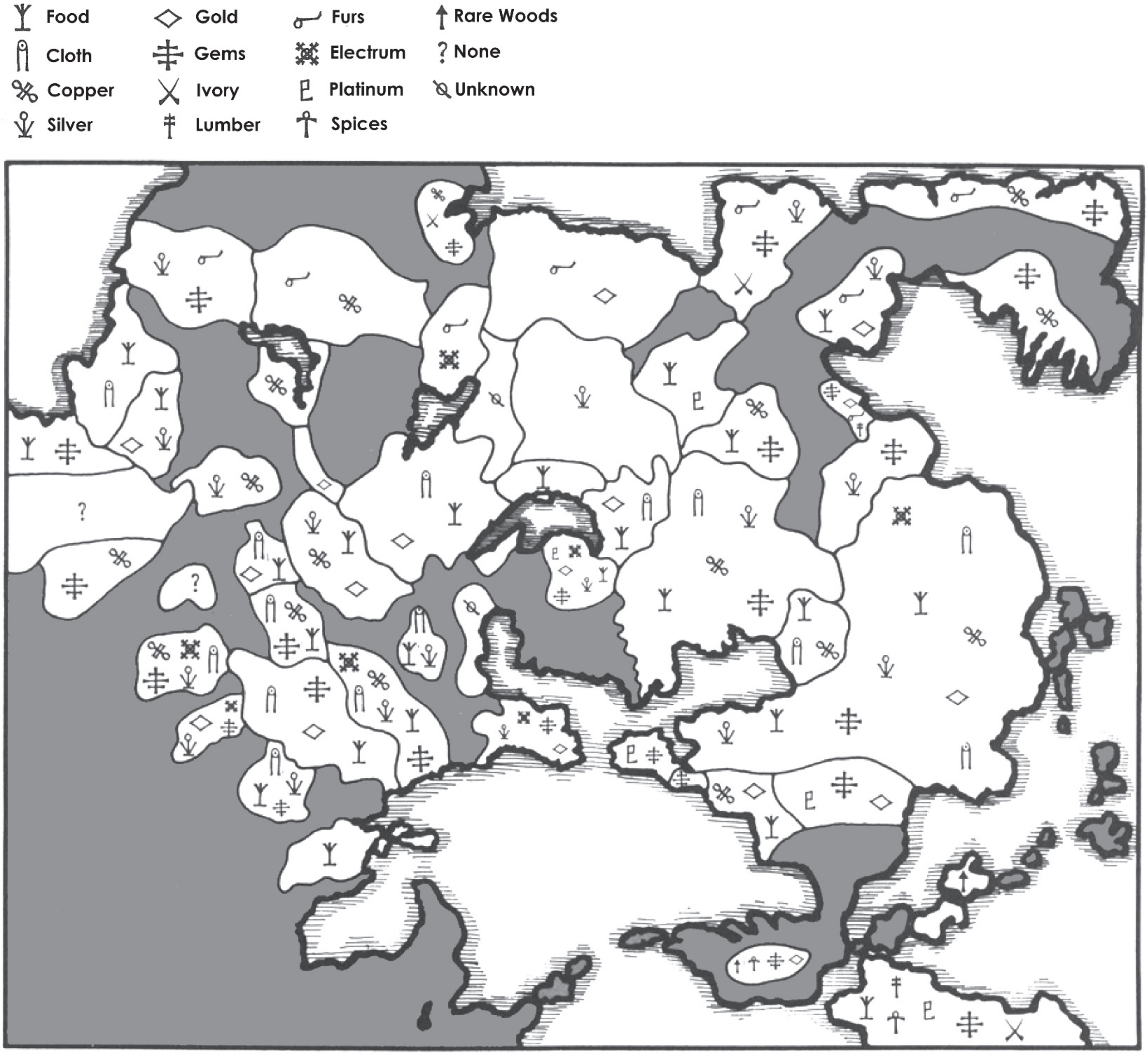
Coinage

The monetary-exchange system (1 pp = 10 gp, = 20 ep = 100 sp = 1,000 cp) was established many centuries ago by the Great Kingdom at its founding, based on a similar system of coinage developed by the kingdom of Aerdy. As the Great Kingdom spread across the Flanaess, similar currencies were adopted by other peoples to better trade with this vast empire, particularly after magic was used to assess coin purity and weight.

After much debate, Keoland changed its own coinage system to match the Great Kingdom's in 331 CY, and even realms like the Frost, Ice, and Snow Barbarians have roughly similar systems.

Regional Products

The map below illustrates the major export items produced in countries throughout the Flanaess. Such export is not always through formal trade agreements, and not all items are exported year-round.

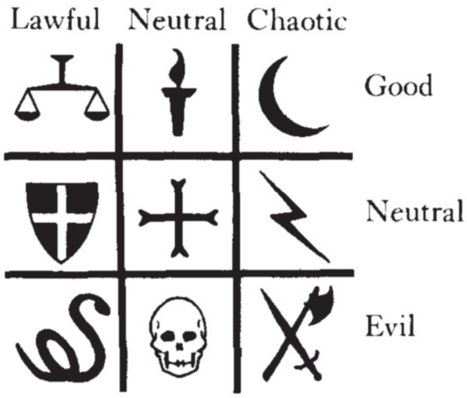

Food
Cloth
Copper
Silver
Gold
Gems
Ivory
Lumber
Furs
Electrum
Platinum
Spices
Rare Woods
None
Unknown
?
?

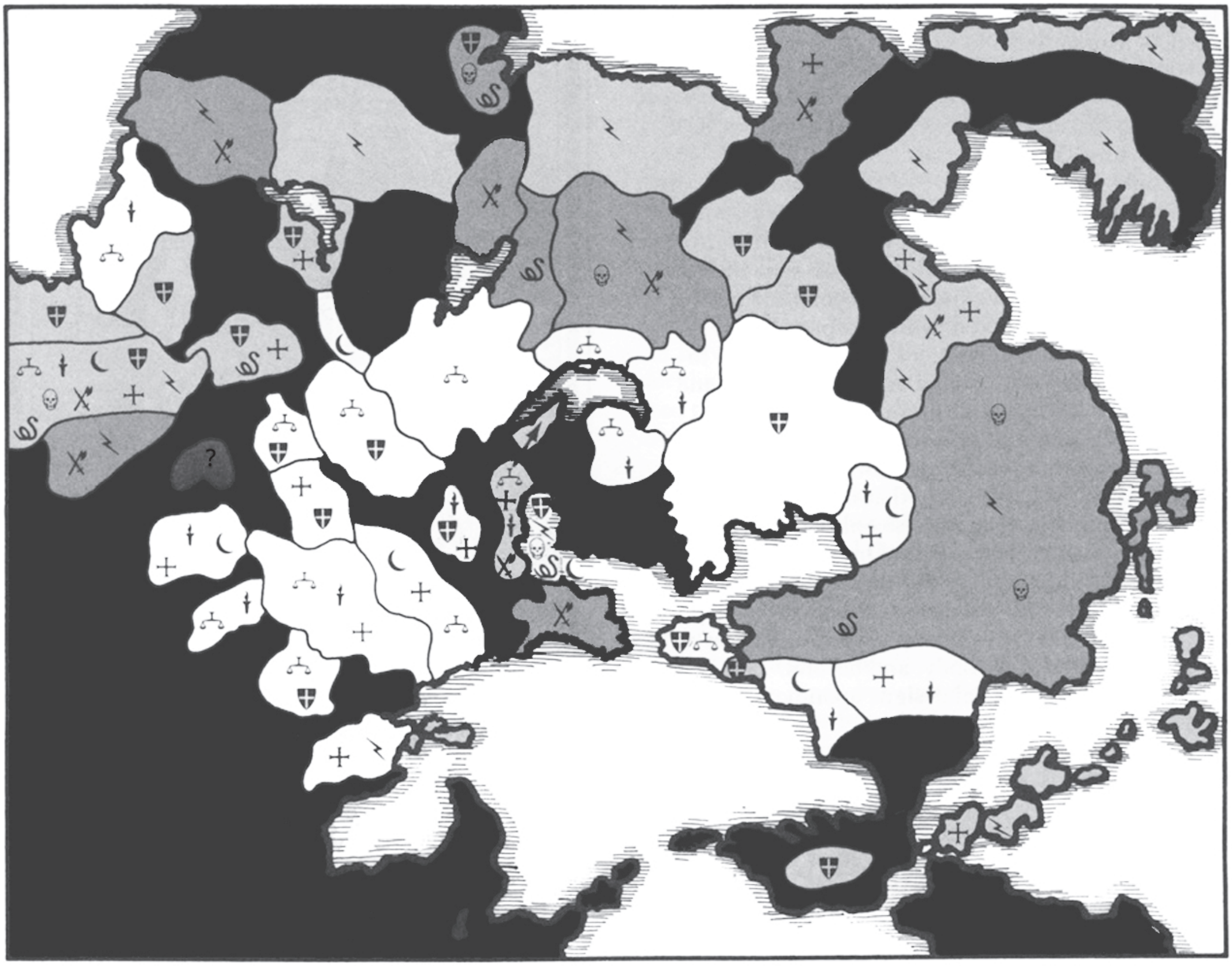
Regional Alignments

As important as the political system in a country is the amount of respect for life and order held by its people and rulers, and reflected in its laws. While highly subjective, such attitudes can be measured.

The accompanying map shows, very roughly, the distribution of Good and Evil, and Law and Chaos, in the Flanaess. Light areas are closely allied with Good. Those tinged with gray are devoted to evil or tend toward it. Travelers move through these areas at some risk to their lives. Medium areas should be entered with some caution but are safer and more tolerant than dark areas.

Symbols indicate the degree of respect for law and property within each region. Again, those areas cast in chaos present special dangers to travelers and merchants, and are not often traversed.





Trees Common to the Flanaess

Northern Regions

Alder
Balsam
Birch
Fie
Oak, scrub
Pine
Sablewood

Central Regions

Apple/Crabapple
Beech
Briar
Bronzewood
Cherry/chokecherry
Chestnut
Elder
Elm
Galda
Hawthorn
Hickory
Hornwood
Ipp or Ipt
Larch
Locust
Maple
Mulberry
Myrtle
Oak
Pear
Phost
Plum
Poplar
Roanwood
Thorn
Usk
Walnut
Willow
Yarpick
Yew

Southern Regions

Apricot
Ash
Bay
Camphor
Cedar
Fig
Grapefruit
Gum
Kara
Lemon
Lime
Mangrove
Oak
Olive
Orange
Peach
Pine
Tulip tree

Tropical Regions

Banyan
Baobab
Deklo
Mahogany
Palm
Teak

Bronzewood: Bronzewood trees are slender until after many decades of growth. The average size is 40 feet, with branches growing at a 45-degree angle from the trunk. Bark is reddish brown and hard. Leaves are narrow and toothed, from eight to ten inches long. The wood of this tree is heavy and hard, so that only experts can work it properly. If it is carefully seasoned and especially dried, the outer part will become almost as hard as metal, while the overall weight of the wood is unchanged.

Deklo: Deklo trees are massive hardwoods often 15 feet in diameter and over 100 feet tall. They have thick, strong branches that grow almost parallel to the trunk. The leaves of the tree are nearly round and grow in thick clumps. On a mature deklo, leaves will be over 1 foot in diameter. These trees tend to grow in groves, excluding other forms of vegetation.

Galda: Galda trees are large fruit-bearing trees, 30 feet or so in height. Bark is yellowish and leaves are yellow-green. In early spring the tree produces whitish, cone-shaped fruit which ripens to gold-streaked maturity in early summer. Galdas are somewhat astringent and salty to the palate, but the fruit is both refreshing and nutritious, as its multiple seeds are high in protein.

Kara: Kara trees are large fruit trees. Karas grow to a height of 40 feet or more, have rough bark, and their branches and leaves produce an irritating resin which causes itching. Kara produce fruit throughout the entire summer. This fruit is light brown in color; spots of yellow indicate that the fruit is new, red shows full ripening. Kara fruit is about fist-sized and oddly squarish. Unripe, they are putrid-tasting and cause severe cramps if consumed. Ripe fruit is chewy and somewhat sweet. It provides a staple in the diet of many people.

Hornwood: Hornwood is a beautiful hardwood about the size and shape of a small elm. Its trunk and branches usually are very straight, with black bark. Leaves are long and pointed, resembling the broad blade of a spear. If properly treated and seasoned, hornwood becomes especially strong and resilient. Weapons, especially bows, made of hornwood are much desired.

Ipp: Ipp trees are among the largest known. They average 60 feet or more in height and have thick trunks. The ipt, a species of ipp, is larger still, and is a favorite of Sylvan Elves. Ipps have greenish bark and large, hand-shaped leaves of emerald green. These trees will live for centuries and are seldom attacked by insects or disease.

Phost: Phost trees are like oaks, except their bark is quite shaggy and leaves are twice as broad as they are long. The wood of the phost gives off a soft glow when it has been dead for a year or so. This radiance is sufficient to light a 10-foot radius around a branch or rotting phostwood trunk. Rough handling or exposure to dampness hastens the rotting process, so that the wood will crumble away in a few months.

Roan: Roanwood trees are like sequoias, except that the branches are closer to the ground (30 feet or so) and far larger, for the roanwood is a hardwood. As the name implies, the bark of the tree is speckled gray and reddish-brown. Specimens over 150 feet tall have been found. Roanwoods have fan-shaped leaves about 1-foot long. The wood and grain of the tree are such that it is used for fine furniture, interiors, or carving. Where hardness and strength are desired, hickory, bronzewood, oak, and like woods are typically used.

Sablewood: Sablewood trees are an evergreen found in northern regions. The trees are short and have thick trunks for their size. Their branches make excellent arrow shafts. The trees forested in cold months have the finest grain, and if they are treated with oil, the wood becomes a lustrous black.

Usk: Usk trees are very thick, tall hardwoods with huge oblong leaves and an edible fruit much loved by most creatures. Typical specimens of usk are 8 to 9 feet in diameter and 50 to 60 feet tall. The tree is similar to a maple in shape. The huge leaves are tough and flexible, so they can be used for many purposes. Uskfruit appears in early summer and stays until frost. It is pale blue with three or four lobes. A ripe uskfruit is about the size of a grapefruit, bright blue, and aromatic.

Yarpick: The yarpick is commonly known as the daggerthorn. It is a shortish, sturdy tree with low, spreading branches and broad, fringed leaves. Its trunk has relatively small, exceedingly sharp thorns about one-half foot long. Thorns on its larger branches can be awesome, the largest growing to over two feet in length and as thick as a finger at the base. Yarpick thorns are tough and straight and have been used as weapons or weapon components. The mature tree bears small fruit which is not useful, but the inner seed is quite good when cracked as if a nut. Cultivated yarpick “nuts” are as large as plums and very wholesome and nourishing. The meat is eaten roasted or ground into meal.

AN OVERVIEW OF POLITICAL DIVISIONS

What follow is a discussion of the major and minor countries, principalities, fiefs, cities, and other political divisions of the Flanaess.

The information is contemporary, as much as is possible, although many descriptions also include historical notes.

A great amount of information is presented in the following abbreviated format:

Population: This accounts for humans only, the normal citizens who make up the bulk of a nation. Mercenaries, lawless groups, semi-independent and/or independent communities, and groups based in border and/or major geographical regions are excluded.

Demihumans: This category covers only those anthropomorphic creatures such as elves, dwarves, halflings, and gnomes, who are normally not hostile to humans.

Humanoids: This category covers anthropomorphic creatures like orcs, goblins, hobgoblins, kobolds, and others at odds with humanity.

Resources: Listed here are the major known items which are produced in sufficient abundance to allow exportation. Gem classifications are as follows:

I = base value 10 gp
II = base value 50 gp
III = base value 100-500 gp
IV = base value 1,000 gp

Where populations are given for demihuman and humanoid groups, the figure reflects fighting males only, as more complete data is unavailable. Where actual figures are not given, the term "many" can indicate overall numbers (including females and offspring) up to 20% of the human population; "some" indicates numbers up to perhaps 10% of the human population; "few" generally means 5% or less, in terms of overall numbers.

Ahlissa, The Southern Province of

See South Province

Almor, Prelacy of

His Venerable Mercy, Kevont, the Prelate of Almor

Capital: Chathold (pop. 4,789)
Population: 200,000 +
Demihumans: Few
Humanoids: Few
Resources: Foodstuffs, cloth, copper

Originally a clerical fief of Aerdy, Almor grew in power and independence as the Great Kingdom became weak and decadent. The various petty nobles and the Lord Mayor of the town of Innspa swear allegiance to the reigning prelate - usually a high priest. The state is only loosely organized, but it has a strong spirit of freedom and justice based upon religious precepts. The peoples are mainly farmers and herdsmen and fisherfolk. In the far north there are some foresters.

Militia contingents bear crossbow, spear, or polearm (fauchard or glaive most commonly), or longbow or battleaxe (northern contingent). Standing forces number around 5,000 total horse and foot, plus the nobility and gentry.

The Prelacy is strongly supported by Nyrond as a buffer between that realm and that of the Overking; and pays a stipend to help support the standing army of Almor.

Bandit Kingdoms

Various claims to the royal title exist

Capital: Currently Rookroost (pop. 17,310)
Population: 95,000 +
Demihumans: Few if any
Humanoids: Many
Resources: Silver (mines in rift area)

The Bandit Kingdoms are a collection of petty holdings which were founded sometime around 300-350 CY. This collection of small personal territories stretches from the southern Shield Lands to the Bluff Hills and northern verges of the Fellreev Forest, from the Ritensa River to the Artonsamay River in the east. Each little kingdom is ruled by a robber chieftain claiming a title such as Baron, Boss, Plar, General, Tyrant, Prince, Despot, and even King. The territorial boundaries of the holdings of these kinglets are subject to rapid change due to sudden warfare and defeat or victory.

In all, there are 17 states within the confines of the area, ruled by four to six powerful lords, with the rest attempting either to become leading rulers or simply to survive. The relationship persists because no single bandit lord is strong enough to conquer the whole territory, and the combined strength of all is often required to defend against neighboring states' retributive expeditions. So, bandit and brigand band together in self-interest, and no kinglet, regardless of ambition, has seriously attempted to rule the whole, for fear that threatened lords would turn to neighboring states in spite - even at the risk of destruction by the summoned "ally." Thus, the combined kinglets continue to stand more or less together. The total military strength of all territories is quite considerable due to the fact that each ruler maintains a large force with which to raid and pillage. (There probably are some 10,000 regular troops in total, if recent reconnaissance is to be trusted.)

Bissel, March of

His Lofty Grace, Walgar, the Margrave of Bissel

Capital: Thornward (pop. 3,430)
Population: 50,000
Demihumans: Some
Humanoids: Some
Resources: Foodstuffs, cloth, gold, gems (I)

The Littlemark, or March of Bissel, was the northernmost frontier of the kingdom of Keoland, c. 400 CY. It was wrested from the latter in the Small War (Furyondy vs. Keoland) which ended Keoish influence in Veluna (438 CY). Bissel became a tributary state of Furyondy for a few decades, but when humanoid invasions swept over the latter realm, the Margrave Rollo established the independence of the territory by bravery in service of the King of Furyondy (the Bisselites slaughtered a horde of goblins which lay in ambush for King Hugh III, who was guarded by but a small train.) The King granted the brave Rollo palatinate status for the deeds performed, and Bissel has enjoyed self-rule since. The March now stands as a bulwark between the Ket masses and the rest of the east. It likewise guards Keoland and the south.

Because of its strategic position, both Furyondy-Veluna and Keoland now support the principality, and adventurers and mercenaries from all the Flanaess can be found in the ranks of the "Border Companies" which comprise the standing army of the Margrave. There are four regular companies and four reserve companies; each is 1,000 strong and contains contingents of horse, foot, and archers. Favored weapons are the lance, crossbow, pike, fauchard-fork, flail, and sword. Bisselite soldiers are very well equipped and well-armored.

Each company has a special squad of scouts (numbering 30 to 50) attached when on border duty.

Blackmoor

His Luminous Preponderancy, Archbaron Bestmo of Blackmoor

Capital: Dantredun (pop. 666)
Population: 20,000 to 30,000+/-
Demihumans: Unlikely
Humanoids: Considerable numbers
Resources: Ivory, copper, gems (II)

This little-known territory exists between the fierce nomads to the south and the terrible Land of Black Ice to the north, protected by the cold marshes and the dangerous Icy Sea, as well as the vast stretches of the Burneal Forest. It is reported that hot springs and volcanism keep the area habitable, and that monsters teem in its wildernesses of brush and marsh. The original capital, Blackmoor, and its castle were sacked and ruined some years ago, but extensive labyrinths are supposed to exist under these ruins. There also is purported to be a strange “City of the Gods” somewhere within the Archbarony. Inhabitants of the area employ slings, bows (short), and spears. Cavalry is uncommon, except in the force of the ruler.

Bone March

His Nobility, the Marquis of Bonemarch
(Title currently held by no one)

Capital: Spinecastle (pop. 6,300)
Population: 40,000+/-
Demihumans: Few (beleaguered gnomes of the Flinty Hills)
Humanoids: Many (gnolls, ogres, orcs in numbers)
Resources: Silver, gems (I, II)

When the Kingdom of Aerdy became an empire, its leaders determined to crush the troublesome barbarians pushing down from the Thillonrian Peninsula and settling in the strip of land between the Rakers and Grendep Bay. Being indifferent sailors, the Aerdians opted to attack overland, and began sending strong parties northward to drive the invaders from the north back to their homeland. After many sharp skirmishes, a large contingent of imperial troops was routed, and full-scale warfare began.

The Fruztii tribes had retreated before the Aerdians, but sent out calls for their kin, and these doughty fighters poured down by land and sea for the prospect of battle and loot. Over 10,000 assembled and attacked the works under construction at Spinecastle.

A relief force fought a pitched battle with these barbarians, most of whom were slain -along with several thousand imperial soldiers. The newly won fief was named for the remains of this struggle, the Battle of the Shamblefield, or Caldni Vir's Charge. In 560 CY hordes of humanoids (orcs, gnolls, ogres, and others) began making forays into the Bone March, and these raids turned into a full-scale invasion the next year. In 563 the land fell to these invaders, its lord was slain, and its army slain or enslaved. Humans in the area were likewise enslaved or killed, and the whole territory is now ruled by one or more of the humanoid chiefs. Exact information is not available. The humanoids gained access to the area by moving through the mountains, and now use these trails to raid the Pale, Ratik, and even Nyrond - although any movement through the Flinty Hills is at great peril due to the gnomes still holding out there. There is continual border warfare along the Teesar Torrent and in the Blemu Hills of Aerdy's North Province, although some say that the Overking would gladly make peace with the humanoids to the north and enlist them in his own armies.

Celene, Kingdom of

Her Fey Majesty, Yolande, Queen of Celene, Lady Rhalta of All Elvenkind

Capital: Enstad (pop. 6,950)
Population: 20,000 (So), includes half-elves
Demihumans: Gray elves (9,500), sylvan elves (8,000), gnomes (13,500), halflings
Humanoids: None
Resources: Foodstuffs, cloth, silver

This small land west of the Wild Coast beyond the Welkwood has long been under the rule of olven folk. Although these are good creatures, they do not welcome strangers (with cause), and little certain knowledge of Celene or its Court exists. The realm is friendly with the Ulek states, and an alliance between Celene and these countries was responsible for the campaigns which drove all of the humanoids from the Lortmil Mountains - although the defeated forces of humanoids subsequently invaded and took over the Pomarj. A small number of humans and half-elvenfolk dwell in Celene, many serving in its military, for continual warfare is carried on (in the Suss Forest and beyond the Jewel River) with the Pomarj humanoid tribes.

Dyvers, Free and Independent City of

His Excellency Margus, the Magister of Dyvers

Population: 42,000+ (city), 53,000 (total, including surrounding area)
Demihumans: Some
Humanoids: Few
Resources: Shipbuilding supplies

Dyvers' position at the mouth of the Velverdyva River on the coast of the Lake of Unknown Depths (Nyr Dyv) makes it an important trading center and busy port, with lake and river traffic from as far away as Perrenland, Bissel, Nyrond, Urnst, the Pale, Tenh, and even occasional missions from Iuz. The city was originally a part of the Viceroyalty of Ferrand and contributed heavily in money, goods, and men to the war which saw the institution of the Kingdom of Furyondy. Because of the alliance and close ties with Veluna, whose policies the Gentry of Dyvers see as restrictive, the city declared its independence in 526 CY, King Thrommel II allowing this act to pass unchallenged.

Dyvers claims some 2,000 square miles of land, including the islands at the mouth of the Velverdyva, as its sovereign territory - although the Magisters have been careful not to claim any of the land on the north band of the river. The free city boasts a marine force of 1,000 men and an army twice as numerous. These troops are very well armed and equipped.

Ekbir, Caliphate of

His Sublime Magnificence, the Caliph of Ekbir - Xargun

Capital: Ekbir (pop. 29,400)
Population: 250,000
Demihumans: Doubtful
Humanoids: Few
Resources: Foodstuffs, cloth

Ekbir is the strongest city of the Bakluni in the Flanaess. Founded by survivors of the Invoked Devastation, the small port quickly grew into a place for nomads' goods as well. The original village grew into a walled town, and town grew into thriving city. Ekbir controls a sizable territory and has a large war fleet. Her forces consist principally of light and medium cavalry, although there are 1,000 heavy foot in her standing army, which is reported to number some 5,000 soldiers.

Frost Barbarians: The Kingdom of Fruztii

His Most Warlike Majesty, King Rälff of the Fruztii

Capital: Krakenheim (pop. 3,300)
Population: 50,000+/-
Demihumans: Few
Humanoids: Some
Resources: Foodstuffs, furs, silver, gold

The Frost Barbarians are the weakest of the three nations (of Suel peoples) inhabiting the Thillonrian Peninsula, called Rhizia by these peoples. They have never recovered from the Battle of Shamblefield (see Bone March) and have been under the suzerainty of the Schnai for the past two decades - and several times previously as well.

The supposed figurehead placed upon the throne of the Fruztii has, however, built his kingdom carefully, and, in actuality, it is now independent in all but oath. A recent pact concluded between Fruztii and Ratik saw a joint army wreak havoc in the Bone March, and during the next campaigning season clear the north pass of the “Fists” (see Hold of Stonefist).

Furyondy, Kingdom of

His Pious Majesty, The King of Furyondy - Belvor IV

Capital: Chendl (pop. 15,600)
Population: 350,000+
Demihumans: Some
Humanoids: Doubtful
Resources: Foodstuffs, cloth, gold

The Viceroyalty of Ferrand was founded upon several small states during the height of Aerdian power (c. 100 CY). It was aimed at giving the Great Kingdom a strong satrapy on the western frontier from which further conquest could be launched. The Viceroy ruled from the Clatspur Mountains to the Nyr Dyv, from the Lortmils in the south to the far shores of Whyestil Lake, and beyond, in the north.

As the power of the Malachite Throne in Rauxes waned (c. 200 CY), the viceroys of Ferrand ruled more by their own writ and less by the leave of the Aerdi overlords. In 898 O.R. the heir to Viceroy Stinvri (the Viceroyalty had become hereditary some years previously) was crowned in Dyvers as Thrommel I, King of Furyondy, Prince of Veluna, Provost of the Northern Reaches, Warden General of the Vesve Forest, Marshall of the Shield Lands, Lord of Dyvers, etc. The adjunctive states were soon lost, but the central core of the kingdom was sound and viable and has persisted.

Belvor IV is a most noble and just king, and his realm is closely allied with that of Veluna, constantly warring upon the evil Horned Society and Iuz, as well as lending contingents to expeditions mounted by the Earl of the Shield Lands against the Bandit Kingdoms.

Furyondy's belled heavy cavalry is famous throughout the Flanaess, as are their light infantry units drawn from the Vesve Forest. The standing army of the kingdom numbers only a few thousand, but noble and militia contingents swell its numbers to 20,000 or more in times of need. The Furyondian fleet upon the Whyestil absolutely commands that body of water, and there also is a Furyondian squadron upon the Nyr Dyv, sailing from its base at Willip. The kingdom's colors are blue and red stripes.

Geoff, Grand Duchy of

His High Radiance, Owen I, Grand Duke of Geoff

Capital: Gorna (pop. 4,800)
Population: 65,000
Demihumans: High elves (6,000), some others
Humanoids: Some (see Crystalmist Mountains)
Resources: Cloth, copper, silver, gold, gems (I)

The isolated position of Geoff, surrounded on all sides by mountains, hills, and forests, has made it virtually immune to the normal warfare of the Flanaess - although at one time a brief conflict with Keoland was fought (c. 450 CY). Rushmoor forms the nominal eastern boundary of the realm.

The inhabitants of the Grand Duchy are of Flan-Suel-Oerid mixture, seemingly combining the best features of each race. This is fortunate, as they are continually threatened by incursions of formidable ogres and giants coming down the Crystalmists.

The Geoffites dwell in harmony with the olvenfolk in the realm, and these two peoples often combine to combat the invading monsters. The Grand Duke, Owen I, is a clever and valorous leader, on friendly terms with the Earl of Sterich and the King of Keoland alike. The forces of the Grand Duke include horse, bowmen, and contingents of pikemen from the mountain holdings.

Gran March

His Most Resolute Magnitude, Petros, Commandant of Gran March

Capital: Hookhill (pop. 4,500)
Population: 80,000
Demihumans: Some
Humanoids: Few
Resources: Foodstuffs, cloth, copper, gems (III)

Keoland established the territory of the Gran March during its early stages, basing it upon a military-religious order of knights. These zealous fighters quickly subdued the warring inhabitants, established order within the area, and conscripted all fit males into worker and infantry battles (regimental-like formations). The land between the Lortmils and Dim Forest north of the Sheldomar became productive and peaceful, but the rule of these first Commandants was repressive and harsh. When Berlikyn, then ruler of the fief, was slain in combat in the war with Veluna-Furyondy in the Small War, the populace rose in rejoicing.

Keoland reconsidered its policies thereafter and allowed the people to elect their own Commandant from amongst the noble houses of Gran March. The state is now only a nominal vassal of Keoland and maintains friendly relations with Bissel. The army of the Commandant relies primarily upon its mailed cavalry - medium horse armed with lance, crossbow, and sword.

Great Kingdom: The Kingdom of Aerdy

His Celestial Transcendency, the Overking of Aerdy, Grand Prince Ivid V of the North; Archduke of Ahlissa, Idee, and Sunndi; Suzerain of Medegia; Commander of the Bone March; Lord of the Sea Barons; Protector of Almor and Onnwal; Hetman of all the Aerdi; etc., etc.

Capital: Rauxes (pop. 41,000)
Population: 5,000,000 (includes N. and S. Province and Medegia)
Demihumans: Some (scattered on fringes of kingdom)
Humanoids: Some (mixture)
Resources: Foodstuffs, cloth, copper, silver, gold, gems (IV)

The history of the Great Kingdom is too well known to dwell upon here. Once the most powerful force for order and good, the Aerdians have declined over the last century to an unspeakable state of decadency.

After a millennium of leadership, its rulers and nobles turned to evil and irrationality. Its current monarch, Ivid V of the royal house of Naelax, is reported to be quite mad, but crafty and deviously capable nonetheless. His writ extends to the Royal Demesne surrounding the capital, the Grandwood, and further only by threat and persuasion of the Peers whose fiefs comprise the balance of the realm.

The Overking's Companion Guard consists of 10 select companies of various arms (heavy, medium, and light cavalry, crossbowmen, archers, and five companies of pole armed foot). Noble contingents allow the Overking to field an army numbering over 15,000 troops in a relatively short time and, if necessary, a force of four or five times that can be called up.

Both the North and South Provinces are under the suzerainty of Aerdi royal houses and are ruled almost as independent states. The troubles in the Bone March have caused the Herzog of the North to fall into line, as the difficulties with the Iron League brought his southern counterpart into closer cooperation with the Malachite Throne (see North Province, South Province, and also See of Medegia).

The Sea Barons pay a token tribute to the Overking and conduct their piratical operations under letters of marque bearing the Overking's Seal.

Greyhawk, Free City of

His Solemn Authority, the Lord Mayor of Greyhawk - Nerof Gasgol

Population: 58,000 (city), 75,000+ (total, including surrounding area)
Demihumans: Some
Humanoids: Some
Resources: Silver, electrum, gold, platinum, gems (I-IV)

Greyhawk was established as a trading post on the Selintan River during the period of early migrations. As it flourished, a local warlord built a small keep on the hills above the village called Greyhawk which had sprung up around the trading center, extracting taxes from the trade and occasionally raiding caravans (particularly those coming with silver ingots found in the burial mounds of the Cairn Hills). This petty noble soon became quite rich and powerful and assumed the title of Landgraf of Selintan. Greyhawk and the power of the new Landgraf grew rapidly thereafter, and his son and heir, Ganz, was wed to the daughter of the Gynarch (Despotrix) of Hardby, a sorceress of no small repute.

Their descendants ruled a growing domain which rose to considerable heights c. 375 CY under the rule of Zagig Yragerne (the so-called Mad Archmage). It was Zagig who built the sprawling Castle Greyhawk (now a ruin) and poured funds into the City of Greyhawk in order to make it into the “Gem of the Flanaess.” His reign was bizarre in many other ways, and it came as no surprise when it was reported that Zagig Yragerne had mysteriously vanished after years of rule when no change or aging could be detected. The castle was abandoned, supposedly due to a terrible curse upon the place, but the City proper continued to flourish.

In 498 CY it was proclaimed a free and independent city, ruling a territory from Hardby on the Woolly Bay to the Nyr Dyv, between the eastern folds of the Cairn Hills and the Gnarley Forest, including much of what is now the northern section of the Wild Coast region. These holdings have been lost over the intervening decades, and a decline in trade seemed certain to turn the place into a backwater, save for recent events.

Several years ago, a series of treasure troves was discovered in or near Greyhawk Castle. Immense wealth began flowing into the city, and artisans and mercenaries began flocking to Greyhawk due to this boom. Local lords used this influx of hard money to revitalize the city, and it again rules a considerable portion of the area, claiming all of the land from Nyr Dyv to the Neen River where it joins the Selintan, including the mines in the Cairn Hills. The Despotrix of Hardby now pays tribute to Greyhawk to avoid being absorbed in the growing city state once again.

Greyhawk is ruled by its Lord Mayor; this individual is chosen by the Directing Oligarchy. The latter body is composed of the Captain-General of the Watch, the Constable, the Guildmaster of Thieves, the Guildmaster of Assassins, and various representatives of the Society of Magi, the Merchants and Traders Union, Artisans League, and Clerical leaders. The total number of the Directors ranges from 12 to 18.

Highfolk, Independent Town of

The Worthy Sir, Loftin Graystand, Mayor of Highfolk

Population: 2,500 (excluding demihumans)
Demihumans: High elves (5,000) and some others
Humanoids: None
Resources: Gold

Highfolk is independent and of importance simply because it is the southern outpost of the olvenfolk of the Quagflow Valley (the Fairdells in olven). The town itself is a trading center and home to some 2,000 humankind. It is well fortified and protects the homeland-the 100-mile stretch of valley above, which lies between the southern arm of the Yatils and the Vesve Forest to the east.

There are many thorps set in beautiful dales along the banks of the river, and the Lord of the High Elves dwells in the region, along with some 10,000 of his kin and numerous Sylvan Elves as well (the latter in the fringes of the Vesve on the east bank). The folk of Highfolk and the valley above are at peace with their neighbors to the north and south. The more restless sometimes take service with mercenary bands of Perrenlander soldiery.

Highfolk: Valley of the Velverdyva

No organized governing body or ruler

Population: 20,000 (woodsmen)
Demihumans: High elves (12,000), sylvan eves (9,000), gnomes (4,000), tallfellow halflings (2,000), gray elves (1,000)
Humanoids: Some (raiders only)
Resources: Gold, rare woods

As related above for the independent town of the same name, Highfolk is principally an elven realm. The humans dwelling along the 100 miles of the valley are woodsmen who live in harmony with their demihuman fellows, or hill men who are allies of the gnomes.

The Lord of the High Elves is deferred to as the nominal ruler, but this is through general consent and respect. The word of the gnome prince, a village elder, or the earl of a community of sylvan elves is listened to with as much respect.

All the peoples of Highfolk Valley are independent and free-spirited. However, in time of need, they can muster a considerable body of fighters, including humans armed with longbows and many sorts of demihuman troops.

The Knights of the Hart of Highfolk are drawn from the best of the elven and half-elven warriors of the valley region. The main enemies of the people of Highfolk come from the land of Iuz, penetrating the Vesve Forest.

Horned Society

The Dread and Awful Presences, the Hierarchs (true names unknown)

Capital: Molag (pop 16,200)
Population: 45,000 (?)
Demihumans: Very doubtful
Humanoids: Hobgoblins (12,000), others
Resources: None known

Originally a stronghold of the more organized of the humanoid tribes, the area came under the rule of a group of evil humans some decades ago. It is speculated that these wicked people were disaffected bandits or were at least aided by one or more of the bandit kinglets. In any case, the land between the Veng and Ritensa Rivers as far north as the territory of the Rovers of the Barrens is now firmly in the grasp of the Horned Society. This association combines the masses of humanoid troops with the organization and powers of humans.

Deviltry is the religion of the Society, and its leading Hierarch is purported to be an evil high priest of the 18th level. Other leaders are reported as a wizard above the 12th level of ability, several other powerful clerics, a master thief of the 13th rank, and a trio of fighter Lords.

It is known that many troops of bandits from the east frequent the walled town of Molag, and the Horned Society is on favorable terms with Iuz.

Ice Barbarians: The Kingdom of Cruskii

His Most Ferocious Majesty, Lolgoff Bearhear, the King of Cruski; Fasstal of all the Suelii

Capital: Glot (pop 5,100)
Population: 60,000
Demihumans: Few
Humanoids: Likely in mountains
Resources: Furs, copper, gems (I)

The Ice Barbarians inhabit the bleak shores of the Thillonrian Peninsula's north and east coasts. They will raid their cousins to the south, the Snow and Frost barbarians, or raid with them into Ratik or the more tempting Great Kingdom. In high summer they often find fighting by rounding the coasts of the Hold of Stonefist, and the Cruskii have both hatred and respect for the dour inhabitants of that land. Their most despised enemy, however, is the Sea Barons, whose ships they attack on sight, and whose isles they often attack and plunder - usually at a price.

Of late these raiders have joined with Frost and Snow barbarians in order to counter the growing strength of the coastal defenders of the Great Kingdom and the Sea Barons.

Idee, County of; Iron League Member

His Brilliant Lordship, Count Fedorik Eddri of Idee

Capital: Naerie (pop. 4,900)
Population: 60,000 +
Demihumans: Some
Humanoids: Doubtful
Resources: Foodstuffs, copper, gold

When the South Province rose in revolt against the Overking and the Herzog, the nobles and men of Idee were in the forefront. This territory is the most open to attack by the vengeful Aerdians, and so the Count maintains a standing army to man and support the chain of castles and fortresses which guard his northern frontier. Militia contingents are ready to stand to arms on instant notice. Meanwhile, Idee carries on a brisk trade via the sea lanes with Onnwal and Nyrond.

Irongate, Free City of; Iron League Member

His Resolute Honor, Cobb Darg, Lord High Mayor of Irongate

Population: 44,000 (city) 57,000 (total, including surrounding area)
Demihumans: Many
Humanoids: None
Resources: Gems (II, III)

This large and thriving city is based on sea commerce and trade between Onnwal and the East. Irongate developed an independent spirit early in its history due to its mingling of peoples and ideas.

As the rule of the Overking grew more despotic, the people of the city began to murmur, and the Lord Mayor headed a deputation bearing grievances to the Herzog. These emissaries were thrown into prison, given a mock trial, and executed by ritual torture for the Overking's entertainment (446 CY). The following year the whole of the south was in arms against the realm and. after a brief struggle. the Iron League was founded; an alliance of mutual support which aided the rebellious states to throw off the yoke of the Aerdi tyrants.

Irongate has a strong naval squadron and a large company of armored crossbowmen in League service. She can also raise 2,000 heavy militia infantry of high morale and excellent training. These troops are spetum or glaive-guisarme equipped and can march in a single day after muster.

Iuz, Land of

Iuz, Lord of Evil (evil demi-god)

Capital: Dorakaa (pop. 10,000)
Population: 40,000
Demihumans: None
Humanoids: Many (numbers unknown)
Resources: Furs, electrum

Iuz, old Iuz of fear-babe talk, may be human - or may once have been human, but this is not known for certain one way or another. He has ruled the lands from the Howling Hills south to the Lake of Whyestil for ages longer than any man can live.

The lands between the Dulsi and the Opicm Rivers are steeped in wickedness and evil, so much so that the otherwise fearless Wolf Nomads and Rovers of the Barrens pass through the Cold Marshes rather than cross even the edge of the Land of Iuz.

For a time, the land was leaderless, for Iuz himself was missing. For many decades, the evil of the place was in relative quietude for lack of evil direction, and the neighbors of good ilk prospered. Iuz had been trapped by the mirthful and mad Zagyg, locked away in a strange chamber deep below the ruins of Greyhawk Castle, one of nine powerful demi-gods so confined. These prisoners were loosed in 570 CY, and once again Iuz rules, and his forces gather for fell purpose. Iuz has vowed to bring ruin upon Tenser the Archmage and Lord Robilar and the others who tried to slay him when his prison was sprung.

In addition to the many evil clerics, thieves, fighters, assassins, and wizards who have gathered under the grim banner of Iuz, numbers of the foulest tribes of humanoids have grown in strength and are ready to march. Goblins, orcs, and hobgoblins in the thousands are known to be in arms, swelling the human contingents of Iuz's armies.

Keoland, Kingdom of

His Peerless Majesty, the King of Keoland, Kimbertos Skotti; Lord of Gran March, Plar of Sterich; Protector of the South; etc.

Capital: Niole Ora (pop. 21,600)
Population: 300,000 (excluding dependencies)
Demihumans: Sylvan elves, gnomes, halflings
Humanoids: Doubtful
Resources: Foodstuffs, cloth, gold, gems (III)

Keoland was the first major kingdom to be established in the Flanaess, the Oeridians and Suloise tribes mingling and joining to build a tolerant and prosperous realm which nominally included many and varied demihuman groups as well. After several centuries of benign leadership, a line of monarchs upon the Keoish Throne became ambitious and embarked upon a policy of conquest. At the peak of this imperialism, Keoland held sway from the Pomarj to the Crystalmist Mountains, while her armies pushed into Ket and threatened Verbobonc and Veluna City (c. 350-360 CY). The Ketite expedition came to grief in successive battles (Molvar, Lopolla), while an alliance between Veluna and Furyondy ended the Keoish threat in that quarter (Short War).

Coincidentally, the olvenfolk within the boundaries of Keoland objected to the warlike policies of the king and began expelling royal garrisons in the Ulek Provinces and Celene. In the ensuing struggle, the freemen of the western portion sided with the demihumans. Raiders in the far south took advantage of these conditions to harry the Keoish coast from Gradsui to Gryrax.

King Tavish III was slain in battle against the Sea Princes (Siege of Westkeep, 453 CY), and his son, Tavish IV, immediately changed the policies of the kingdom upon ascending to the throne. After protracted negotiations, the independent state of the Yeomanry was recognized, the Ulek states were granted autonomy, and Keoland returned to its former state of tolerance and prosperity thereafter.

The semi-independent Gran March and Earldom of Sterich are loyal to the crown and furnish strong contingents to the royal army. The Keolanders are well known for their light cavalry employing javelins, crossbows, and lances. The bulk of the army consists of footmen armed with pole arms and long spears, while the nobility comprises the heavy cavalry portion of the force. There are typically small companies of elves, gnomes, halflings, and/or dwarves included in muster. The fleet is battle-worthy but small, and conflict with the Sea Princes continues to plague the realm.

Ket

His Illustrious Glory, Zoltan; The Beygraf of Ket and Shield of the True Faith

Capital: Lapolla (pop. 23,400)
Population: 85,000
Demihumans: Few
Humanoids: Few
Resources: Silver, gems (1, IV)

Ket is the frontier state of the Baklunish and a trading center between eastern Flanaess and the world beyond. For many decades it has alternately menaced the Oeridian/Suloise states east and south and threatened them by invasion.

Despite this continual warfare, the land flourished due to the rich trade with the Paynim tribes, Tusmit, Ekbir, Perrenland, Bissel, and Veluna. Goods from Zeif and Wintershiven pass through Lapolla. This mixture of cultures includes the people themselves, for the Ketites are of mixed racial stock, albeit of Baklunish culture for the most part.

The court of the Beygraf is a strange mixture of eastern and western influences. This admixture pervades the military as well, for the Ketites field a strong force of pikes and crossbows along with their light horse archers and medium lancers. The army is well honed, for despite racial ties and trade, the Paynim clans often raid the border country west of the Tuflik River.

Lordship of the Isles; Iron League Member

His Exalted Highness, Prince Latmac Ranold of Duxchan; Lord of the Isles; Scourge of the Waves

Capital: Sulward (pop. 5,500)
Population: 80,000
Demihumans: Few
Humanoids: Doubtful
Resources: Rare woods, spices

This scattered principality stretches over seven major islands, from the Spindrift Sound to the mouth of the Tilva Strait. These islands are rich and fertile, and enjoy the benefits of their strategic location. They profit hugely from cargoes of goods brought from Hepmonaland to the Great Kingdom and collect tribute from those states which wish to use the Tilva Straits in commerce.

The rulers of Duxchan gave up piracy in favor of more lucrative methods of extracting money from merchants. There is particular enmity between the Sea Barons and the Lord of the Isles for rather obvious reasons. The Duxchaners are still smarting from the Battle of Medegia (572 CY), wherein the Sea Barons sank four of their warships and made prizes of three loaded cogs before they could gain safety on Pontylver.

Medegia, See of

His Equitable Nemesis, Spidasa, the Holy Censor of Medegia

Capital: Rel Astra (pop. 39,800)
Population: 250,000
Demihumans: Sylvan elves (see Grandwood Forest)
Humanoids: Some
Resources: Foodstuffs, cloth

The Holy Censor was originally the chief cleric of the Great Kingdom. Clerical holdings were granted from Rel Astra to Pontylver south of the Mikar and Flanmi Rivers, including a portion of the Imperial Preserve (Grandwood Forest). This fief became so strong as to be virtually independent when the Malachite Throne went into decline.

The Holy Censor still remains one of the chief advisors of the Overking, however, and he reigns oppressively over peasant masses with full approval from Rauxes. The clerics and nobles of the See have grown exceedingly rich, and their mercenary forces harry the olvenfolk in the Grandwood and loot across the Flanmi in the Glorioles and Hestmark Highlands where the Censor has extended his holdings to these very foothills, contesting with dwarves and gnomes without quarter.

North Province

His Radiant Grace Grenell, the Herzog of the North Province

Capital: Eastfair (pop. 29,100)
Population: 750,000
Demihumans: Few
Humanoids: Some
Resources: Foodstuffs, cloth, electrum

The Herzog of North Province is a cousin of the Overking, as evil as his kin, but certainly not as demented. The boundaries of this princely fief extend from the Blemu Hills to the coast of the Solnor Ocean, extending as far south as the Adri Forest, and well below the Trask River. The court at Eastfair is infamous for its debaucheries.

Movement of Nyrond-Almor forces into the lower Bone March, and the capture of Knurl by these forces, coupled with continuing incursions by humanoids from across the Teesar Torrent, have troubled North Province.

A punitive force of mercenaries was defeated in the hills above Belport recently, and it is now reported that the Herzog is seeking Imperial funding of a huge army to recapture the southern portion of Bone March. This force would undoubtedly contain both mercenary men-at-arms and humanoids enlisted from the upper portion of the march.

Nyrond, Kingdom of

His August Supremacy, King Archbold III of Nyrond; Duke of Flinthill; Altmeister of All the Aerdi, etc.

Capital: Rel Mord (pop. 46,500)
Population: 1,375,000
Demihumans: Sylvan elves, gnomes, halflings
Humanoids: Few
Resources: Foodstuffs, cloth, copper, silver, gems (I, II)

The strength of Nyrond, and the hostility of its rulers and nobles, have been the major protection for the civilized nations of the Flanaess against the depredations of the Great Kingdom and its mad emperors. Nyrond also went through a phase of near imperialism, making both the County of Urnst and the Theocracy of the Pale tributary states for a time.

This course was altered, however, when the wise King Dustan I, called Crafty, saw his realm threatened by internal strife and exterior enemies and called up the Great Council of Rel Mord. Here, the king met with ambassadors from Almor, the Iron League, the Pale, and Urnst. All troops were withdrawn from the Pale and Urnst thereafter, the Nyrondese allowing both areas self-determination, and both, in turn, agreeing to a concord entailing mutual trade and military support. Almor was treated somewhat similarly, and aid was granted to the Iron League in the form of loans and treaties which assured the League of survival against the common enemy.

The current boundaries of Nyrond are: Nesser River - Franz River - Artonsamay River - Nutherwood - Gamboge Forest (northern terminus) - Rakers - Flint Hills - (lower) Harp River - Relmor Bay.

Nyrondal contingents assist Urnst and the Pale against the Bandit Kingdoms, and a squadron of their warships sails Relmor Bay and the Sea of Gearnat in support of the Iron League. Strong garrisons of the Nyrondese Army are stationed in strategic positions to move to the aid of either Almor or the Pale in time of need.

In addition to human forces, Nyrond has special demihuman scouting troops. In time of need, pacts call for support from Urnst (County and Duchy) et al. Nyrondal heavy cavalry and armored footmen comprise the majority of the realm's army, with lesser numbers of bowmen and light hillman infantry as support.

Onnwal, Free State of; Iron League Member

His Noble Authority Ewerd Destron, the Szek of Onnwal

Capital: Scant (pop. 4,700)
Population: 40,000
Demihumans: Dwarves (2,000)
Humanoids: None
Resources: Platinum, gems (III)

Onnwal was originally a lesser fief of the Herzog of South Province, to be granted as he saw fit to his faithful followers. The oppressive rule of the Great Kingdom brought great discontent and instigated open rebellion, the whole of the South Province being in arms. All of the lower portion was lost to the empire when the Iron League was founded in 447 CY.

This alliance joined Onnwal with the Free City of Irongate (which barred the Onnwal peninsula), Idee, Sunndi, and the demihumans of the Glorioles and Hestmark Highlands in economic and military alliance. Onnwal and Irongate supplied the sea power, while the other members furnished troops for land actions - although strong contingents from both of the former places were also sent to battle.

Irongate was besieged by Aerdian forces for several months, but in the battle of a Thousand Banners the siege was lifted when a ruse panicked the northerners, and great numbers of them were subsequently slain by a combined host of men and gray elves of the League.

While never invaded, Onnwal is subject to periodic sea raids from the Herzog's squadrons. The major port of Scant is exceptionally well fortified because of this fact. Other than a small force of regulars and her marines, Onnwal relies upon levies in time of war.

Pale, Theocracy of the

His Worshipful Mercy, the Theocrat, Supreme Prelate of the Pale - Ogon Tillit

Capital: Wintershiven (pop. 21,500)
Population: 250,000
Demihumans: Some
Humanoids: Few
Resources: Foodstuffs, copper, gems (IV)

When Nyrond became a separate nation, the highly religious peoples inhabiting the area between the Rakers and Yol River likewise proclaimed their autonomy. Their clerical leaders were in effect the ruling nobles, and one of their number was chosen as supreme for his lifetime.

After warfare with their southern neighbor and a period of subjugation, the Pale became independent once again, and since then has enjoyed a history of reasonable rule and relative peace.

Barbarian, humanoid, and bandit raiders plague the Theocracy, but Prelatal troops are tough and efficient and capable of handling most problems of this nature. A balanced force of horse and foot numbering over 4,000 guards the borders of the realm, while levies numbering more than 10,000 can be raised in a week.

The Pale is not noted for religious tolerance.

Perrenland, Concatenated Canton of

His Gravity, Franz, Voormann of All Perrenland

Capital: Schwartzenbruin: (pop. 25,000 +)
Population: 200,000
Demihumans: Some
Humanoids: Some
Resources: Copper

The original Flan tribes dwelling in the Yatil Mountains were far more warlike and fierce than most of their fellows elsewhere in the Flanaess. The would-be invaders were absorbed by these powerful clans - Oerids, Suloise, and even a few of Baklunish stock. Attempts at expansion into Perrenland by Furyondy and later Ket were vigorously resisted by the inhabitants, strong mountaineers and valley-dwelling folk alike. These attempts, as well as nomadic incursions into the area, brought the various clans together in a loose association under the banner of the strongest of their number, Perren, c. 400 CY.

Clanholds were marked into cantonments, and the leaders (hetmen, voormanns, or whatever) elected an executive head, like unto a king with limited powers to rule for an eight-year period, with counsel from the assembled clan leaders.

This system has proven workable for the nation, and Perrenland is relatively prosperous through trade with the northern nomads, the Baklunish states, and Veluna-Furyondy. Her chief export is her well-trained mercenary bands, however. Such a force is typically made up of pikemen (30%) and pole armed mountaineers (20%), with lowland crossbowmen (30%) and other infantry (10%) armed with battleaxe, flail, etc. rounding out the infantry contingent; the remaining 10% is cavalry. Half of the horse is heavy, coming mainly from the Schwartzenbruin area, while the remainder is medium, bow armed cavalry from the Clatspur region.

Although Perrenland does not claim the valley of the Quagflow River below the Clatspur Range, the High Elves from that region will often be seen in service with a band of Perrenlanders. (Such forces serve as scouts and light infantry and are bow armed; such an addition is typically equal to 10% of the human force.) Bands of mercenaries of this sort will be found in armies fielded by Veluna, Furyondy, and Bissel. Even Ket has used them in a dispute with Tusmit.

Perrenland is always careful to maintain strict watch on all frontiers. Bodies of superb militia can be raised in but a single day to support the permanent garrisons which are quite small. A small squadron of warships suffices to assure the nation of maintaining Lake Quag as its own private domain. These vessels are also used as escorts for merchant barges and cogs traveling down-river.

Plains of the Paynims, Tribes of the

(Various nomadic leaders)

Populations: Uncertain, possibly 500,000 or more
Demihumans: Doubtful
Humanoids: Doubtful but possible
Resources: Unknown

Only a small portion of the rolling plains inhabited by nomadic Baklunish tribes falls within the Flanaess. The pair which is on our portion of the continent is sometimes nearly empty of human life, and at other times it is reported to swarm with horsemen. These nomads evidently move out of the Dry Steppes region when summer makes the area an arid waste and return there in the rainy season. Of course, the tribe of Ull (q.v.) has a permanent territory and the northern parts of the plains are held by the more civilized states bordering the Dramidj Ocean.

Each tribe is ruled by a noble, variously called Amir or Khan. Greater nobles are called Ilkhan, Orakhon, or Shah. Leaders of the royal rank are known as Tarkhan, Padishah or Kha Khan. The northern and western tribes use the titles Amir, Shah, and Padishah, while those from the south (Dry Steppes) favor Khan, Ilk-han, etc.

These horsed nomads are poorly armored but very mobile troops. The most lightly protected wield short, powerful horn bows and light curved swords, while the remainder (20% to 30%) employ light lance and mace or flail. Little else is known.

The western states such as Ket, Tusmit, and Ekbir will often employ forces of mercenary Paynim nomads against each other or other marauding nomads. As the Tiger and Wolf Nomads (q.v.) also used the title of Khan et al., it is speculated that these peoples are branches of the same race separated by an influx of later nomads (those using the titles Amir et al).

Pomarj

Population: 20,000 (?)
Demihumans: None
Humanoids: Orcs (15,000), goblins (10,000), others
Resources: Silver, electrum, gold, gems (I, II)

This rich peninsula was originally a collection of petty states under the protection of the Prince of Ulek. Not content with this status, the nobles of this area foreswore their oaths and drove out the garrisons of the sovereign's castles, taking them for their own.

For several decades, the Pomarj prospered under this new freedom, the mines in the Drachensgrab and sea trade making noble and commoner alike rich. However, in the Hateful Wars (498-510 CY), the combined Ulek states, with cooperation from Veluna and the demihumans of the Kron Hills, broke the power of the orc and goblin hordes which had nested in the Lortmils and were attempting to spread into the lands around.

These humanoids were finally driven out and scattered - some fleeing northward toward the Yatils, but most (having wiser leadership) taking to the Suss forest and thence to the rugged mountains of the Pomarj. Finding the humans there weak and indolent, the invaders attacked quickly, captured the strongholds, and then set themselves up as masters of the whole peninsula.

There are undoubtedly renegade humans helping these invaders, and mercenaries as well-bought and paid for by the gold from the Stoneheim mines and the moonstones and cairngorms from the high peaks as well. A relief force of dwarves and men from the Prince crossed the Jewel River but were turned back after a fierce battle below the Hilly Pastures. The humanoids have not often dared to cross into Ulek, but their raiders cause much trouble in the Wild Coast.

Ratik, Archbarony of

His Valorous Prominence, Lexnol, the Lord Baron of Ratik

Capital: Marner (pop. 3,240)
Population: 35,000
Demihumans: Mountain dwarves (8,000+), gnomes (3,000+)
Humanoids: Many
Resources: Shipbuilding supplies, furs, gold, gems (IV)

When the Bone March was created by the Overking, a further outpost was desired and the Aerdi banners pushed northward as far as the Timberway. A military commander was appointed to see to the establishment of a secure territory and lumbering was gotten underway, as the great pines of the area were highly desirable in shipbuilding.

The active commander soon sent such a stream of riches southward (he was a just man, friendly with the dwerfolk, and an able tactician, too) - accompanying them with detailed reports of successful actions against the last of the Frost Barbarians in the area - that the Overking took notice.

After a raiding fleet was roundly beaten, the Overking elevated this general to the nobility, creating him Baron Ratik. Thereafter a succession of his descendants have ruled the fief, bravely combating raiders so as to gain their respect and even friendship from some, while humans and demihumans alike prospered.

When the hordes of humanoids began attacking, Ratik had ample warning from the dwarves dwelling in the mountains. Companies of men and gnomes hurried west to aid their countrymen against the invaders, while couriers were sent south (and north) to alert the people there. Resistance was so fierce that the area was bypassed, and the attackers fell instead upon the Bone March. The isolated barony has since been ruled as a fief palatine.

The Baron's forces are able to defend Ratik, but they are not strong enough to dislodge the humanoids from the mountains or the plain to the south. The baronial levies consist of schiltrons of spearmen and a small force of light cavalry. Large dwarven contingents are available in time of need, as are several companies of sturdy gnomes. A force of men-at-arms, crossbowmen, and mounted sergeants comprises the regular army of Ratik, with bow armed woodsmen patrolling the north and sling-equipped hill-runners watching the southern borders.

Rel Astra, City of

His Most Lordly Nobility, Drax, the Constable Mayor of Rel Astra

Capital: Rel Astra (pop 63,900)
Population: 90,000
Demihumans: Very few
Humanoids: Some

The city and constabulary fief of Rel Astra extends from the precincts of the city northward to the Lone Heath south of the Mikar, including the town of Ountsy, whose mayor is subject to Rel Astra.

This trading and mercantile port city is held in hereditary fief by a rival noble house of the Aerdi who are secretly conspiring against the royal house of Naelex, although they are careful to allow no proof of this to fall into their enemies' hands. They desperately seek close ties with Medegia and the Sea Barons to balance the weight of the Overking's kinsmen in North and South Province. It is reported that the Overking views these machinations with ill-concealed delight, for they are seen as check and balance, as the monarch fears his own at least as much as he distrusts others. In any case, the lord of Rel Astra at the same time desires to check the growth of the Censor's lands and holdings, and secret plots with the free folk of Grandwood Forest and the Herzog of the South Province are rumored.

The Constable Mayor fields a strong force of cavalry and foot, as well as a squadron of warships. His horse units have a nucleus of nobles and knights numbering about 100, and their esquires and sergeants add some 400 medium cavalry: light horse contingents round the number to a full 1,000. There are an equal number of men-at-arms, about half of whom are crossbowmen. Levies and militia numbering 1,000 horse and 6,000 foot can be called up from Rel Astra, Ountsy, and the surrounding lands on short notice. Recently the Rel Astrans have employed mixed human and orcish scouting bands as light troops in the Grandwood and similar groups on the Lone Heath.

Rovers of the Barrens

His Mighty Lordship, the Ataman of the Standards, Kishwa Dogteeth; Chief of the Wardogs

Population: 65,000?
Demihumans: Few
Humanoids: Numerous
Resources: Furs, gold

The tribes of nomadic peoples who dwell between the Wastes below the Icy Sea and the Fellreev Forest called themselves the People of the Plentiful Huntinglands, but their neighbors named them Rovers of the Barrens as they had no permanent settlements and the area they roamed seemed bleak. These tough nomads were content enough with their herds, hunts, and occasional raids upon Furyondy, the Bandit Kingdoms, or Tenh. The growth of the bandits' power and the swelling numbers of humanoids, however, have sharply reduced the territory, numbers, and power of these clans.

At the great Battle of Opicm River, the might of the Rovers of the Barrens gathered to war upon a combined host from the land of Iuz and the newly formed Horned Society. The war dog soldiers and light cavalry of the Rovers were decimated and scattered, and many of their chieftains were slain. Perhaps three or four clans of but a few tribes each are all that now remain of the force which once sent the tumans of the Wolf Nomads flying back across the Dulsi without their gray-tailed banners.

The numerous people that formerly went where they would between the Dulsi and Veng Rivers to White Fanged Bay and the Zumker River are now reduced to a handful of warriors huddling from the Wastes to the Forlorn Forest. The light cavalry of these tribes ply lance and javelin, although many also use bows. Picked men use lariats to pull enemies down. Certain tribes furnish excellent medium horsemen who provide shock power. The war dogs are footmen able to run with cavalry and fight, hamstringing enemy mounts and disrupting their formations.

Scarlet Brotherhood

His Peerless Serenity, the Father of Obedience (true name unknown)

Capital: Unknown, but reported as a hidden city of splendor and magnificence
Population: 35,000+/-
Demihumans: Doubtful
Humanoids: Highly probable
Resources: Rare woods, spices, gold, gems (I, III, IV)

It is said that an order of monastic religious militarists was founded long ago on the remote plateau south of the closed city of Kro Terlep. This order is purported to espouse the cause of the Suloise as the rightful rulers of all the Flanaess, claiming superiority of that race above all others, and embracing evil as the only hope of achieving its ends. Supposedly the Scarlet Brotherhood is the fruition of these aims, and it now controls the whole of the land from the Vast Swamp to the tip of the peninsula.

Brothers of the Scarlet Sign are reportedly hiding as trusted advisors or henchmen in many courts and castles in the north, spying for their master and ready to strike. The Brotherhood is tripartite, according to tales told, with thieves as its lower ring, assassins next, and then the smallest and highest ring of monks as superior. The leader of the thieves is called “Elder Cousin,” that of the assassins is known as “Foster Uncle” - thus other thieves are entitled “cousins” and assassins “nephews.”

The temple and monastery of the Scarlet Brotherhood is supposedly a fortress and walled town unto itself, guarded by soldiers, humanoid legions which are being readied for future conquest, and monsters trained to serve the Brotherhood.

Sea Barons

His Noble Prominence Sencho Foy, the Lord High Admiral of Asperdi; Commander of the Sea Barons

Capital: Asperdi (pop. 7,100)
Population: 55,000
Demihumans: Few
Humanoids: Few
Resources: None outstanding

The Aerdi power spread to the islands off the shores of the Gullcliffs, where the newcomers mixed with Flannae. The Overking eventually appointed certain nobles to baronial island fiefs, four in all, instructing them to build squadrons of ships and compete, for whichever of their number excelled in warfare at sea would be appointed over all as supreme baron and admiral as well.

Baron Asperdi won the post, and to this day the High Admiral of the Great Kingdom is the hereditary baron of that place. The four barons are virtually independent today, but still swear fealty to the Overking and serve loyally if not with great enthusiasm. Their squadrons protect the coasts from Bellport to Pontylver, driving off the northern barbarian sea wolves, protecting the coastal sea lanes, and fighting with the ships of the Duxchan Lord whether piratical or otherwise.

Seas Princes, Hold of the

His Royal Highness, Prince Jeon II of Monmurg; Ruler of the Azure Sea; Captain of all Fleets; etc.

Capital: Monmurg (pop. 14,200)
Population: 100,000
Demihumans: Few
Humanoids: Probable
Resources: Foodstuffs

The buccaneers of the Azure Sea and Jeklea Bay grew strong and wealthy when Keoland was at the height of its power, for the eyes of its leaders were turned northward toward empire, and the sea raiders were ignored.

These privateers took to calling themselves Sea Princes, after a particularly successful captain who was in fact of noble birth. Sailing unchecked from their island and mainland strongholds, these raiders were the scourge of the coasts from Gradsul to Scant, on the Pomarj, and even beyond into the Sea of Gearnat and the Tilva Strait.

When Keoland turned back from imperial expansion, her navy began to rebuild in order to check the threat of the Sea Princes, as they were now commonly known. Their numbers and strength had become so great, however, that the Keoish fleet, even with the aid of a squadron of Ulek warships, could at best deliver a sharp check to them (Battle of Jetsam Island).

This lesson caused their leaders to rethink their policies, however, and several of the wiser captains retired to mainland estates, appointing lieutenants to command their ships, not in piratical or raiding activities in the Flanaess, but on expeditions to the Amedio coast and thence to trade northward with the rare woods, spices, ivory, and gold which they wrested from the jungle savages. Eventually the mainland possessions of the Sea Princes amounted to more territory than their island homes, and they practiced little formal raiding.

Today they probably are still the strongest sea power, but they also have a small and efficient army and are relatively peaceful traders. If those people have a fault, it is that they allow the use of slaves in their nation, despite strong protests from the Yeomanry. It is reported that the Prince of Monmurg would abolish this practice, but his fellow nobles (the Prince of Toli, the Plar of Hool, and the Grandee of West keep, along with the Commodores of Jetsam, Fairwind, and Flotsam) prevent it.

Shield Lands

His Most Honorable Lordship, Holmer the Earl of Walworth; Knight Commander of the Shield Lands

Capital: Admundfort (pop. 21,300)
Population: 65,000
Demihumans: Few
Humanoids: Few
Resources: Foodstuffs

When the Bandit Kingdoms began to grow powerful, the petty nobles of the north shores of the Nyr Dyv banded together in a mutual protection society. The small Earldom of Walworth had the advantage of possessing a sizable island upon which was built the only city in the whole district, so its Lord was chosen as Knight Commander of the combined forces of the nobles. A headquarters was established at Admundfort, and a holy order of religious knights begun.

The Shield Lands are still ruled by many small noblemen, while the Earl of Walworth is hereditary general of their combined military and naval forces.

Their military activity brings contributions from Furyondy and Urnst, as well as many esquires and knights to serve in the core of the army, the Knights of Holy Shielding. This area currently is in desperate straits with the growing might of the Horned Society menacing the delicate balance.

Snow Barbarians: The Kingdom of Schnai

His Bellicose Majesty, Orvung, King of the Schnai

Capital: Soull (pop. 5,400)
Population: 90,000+
Demihumans: Some
Humanoids: Many (in mountains)
Resources: Copper, gems (I, II)

The Snow Barbarians are the strongest and most numerous of the northern peoples. Several decades ago, they captured the west coast below Glot and have managed to hold it since.

For a time, the Frost Barbarians were under the thumb of the King of the Schnai, but the Fruztii are now free except in pledge. This has not affected general concord with either neighbor, as all three consider the Great Kingdom and the Sea Barons as their most natural source of easy loot and profit.

Although fighting invading humanoids has become a national pastime, there are sufficient men left to man the longships when campaigning season in the south is at hand.

It is rumored that the Baron of Ratik has sent messages to the King of the Schnai proposing four-way cooperation to take the Hold of Stonefist and the Bone March. Supposedly this proposal offers Glot and Krakenheim as possible gains for the Schnai, while the Fruztii and Cruski would divide the Hold, part of Timberway would be returned to the Frost Barbarians, and Ratik would rule Bone March. The reaction to these proposals cannot be guessed, but the Schnai are undoubtedly keeping an eye on the joint Fruztii-Ratik ventures of late.

South Province

His High and Radiant Grace, the Herzog of the South Province - Chelor, Fasstal of Ahlissa, Idee and Sunndi, Overlord of Onnwal

Capital: Zelradton (pop. 7,000)
Population: 400,000
Demihumans: Doubtful
Humanoids: Few
Resources: Foodstuffs, silver

The ruler of South Province, a cousin of the Overking in Rauxes, is in disfavor. All previous attempts to regain the lost portions of the fief have been turned back in defeat, and the revenues coming to the Malachite Throne have diminished considerably, for the lost territories were rich indeed. Thus, the Herzog has stated the intent to stake his entire personal fortune on a last attempt to break the Iron League. Success, of course, would make most of his title something more than hot air, regain favor for him in Rauxes, swell his coffers to bursting with wealth, and lastly give much wicked satisfaction to him.

At the present time the holding extends only to the fief of Ahlissa and the central lands always retained by the Herzog, the territory around Hexpools and the Thelly River (and portions of this are even claimed by the Censor of Medegia who seeks to take advantage of the Herzog's disgrace).

While native troops, except for those of the petty nobles and gentry serving the Herzog, are unreliable at best, the heavy cavalry is considered to be highly effective, and mercenary men-at-arms, exceptionally well-armed and equipped, make the Army of the South formidable.

If the viceroy carries through with his vow, a major war can be anticipated soon. If it does erupt, it is certain that Nyrond and Almor will move to support the Iron League - comprised of Idee, Irongate, Onnwal, and Sunndi (q.v.).

Spindrift Isles

The Councils of Five and Seven (true names unknown)

Capital: (Lendore Island) Lo Reltarma (pop. 10,000)
Population: 30,000
Demihumans: Many in the northern isles, 1,500+ on Lendore Isle
Humanoids: Many on Lendore Isle, mainly orcs and kobolds
Resources: Unknown

The islands furthest east in the Asperdi Duxchan chain are the Spindrifts, some 100 leagues east of the Medegian coast. Exact information is not available, as neither the Sea Barons nor the Duxchan captains have reported upon them - both groups likely desiring to expand their holdings by acquiring these islands.

There are tales that numerous olvenfolk dwell in the Spindrifts, and the reason that neither seafaring nation reports anything about them is because these elves capture and imprison any sailor so bold as to enter their domain. The isle furthest to the south was once ruled by a mighty wizard, one Lendore according to stories. While Lendore Isle is named for this archmage, who founded its civilization, tales of him and the fellowship he brought to the Spindrifts are all but lost.

The Spindrifts are known to be divided into two parts, the northern islands of the high elves, and the single southern Lendore Isle. The three northern islands are supposedly overseen by five elven wizards supported by numerous elven lords and half-elven clergy. Ships from the Lordship of the Isles as well as from the Sea Barons who have ventured there have yet to return! There are no reported towns or villages in the northern islands and seclusion is all these demihumans seem to require.

Lendore Isle, on the other hand, has much trade with the continent and pays, through the Council of Seven of Lo Reltarma, a liberal sum to both the Lordship of the Isles and the Sea Barons to pass without incident. This immunity has been ignored on occasion by an enterprising pirate who is then later exterminated - whether by an agent of the Council or by someone else is unknown.

The humans of Lendore Isle pray almost exclusively to the ancient gods of the Suloise, but how this religion became dominant on this faraway isle is a mystery.

Sterich, Earldom of

His Magnitude, Querchard, Earl of Sterich

Capital: Istivin (pop. 5,000)
Population: 40,000
Demihumans: Mountain dwarves (4,000), gnomes, halflings
Humanoids: Some (in mountains)
Resources: Silver, electrum, gold, gems (II, III)

The Earl of Sterich is a nominal vassal of the King of Keoland, although treated more as a favored relative than a vassal by the king. The Sterish are loyal to their Earl and the King of Keoland alike, and in time of need a large contingent of the renowned light cavalry and sword-armed light infantry of the earldom are sent to Keoland, accompanied by companies of stout heavy dwarvish infantry from the Crystalmists.

A good portion of the levies of Sterich must always remain on guard to the west, however, for many humanoids, giants, and even worse monsters tend to follow the headwaters of the Davish River down into the fertile low country to loot and pillage. The halberdiers and medium horse of Sterich are thus seldom seen outside their native land.

The Earl maintains good relations with the Grand Duchy of Geoff (being of the same bloodline as the Grand Duke, this is not too surprising), and some trade is carried on with the Yeomanry via the Javan River.

Stonefist, Hold of

His Most Grim and Terrible Might, the Master of the Hold, Sevvord Redbeard

Capital: Vlekstaad (pop. 2,100)
Population: 60,000+
Demihumans: Doubtful
Humanoids: Some
Resources: Furs, ivory, silver, gems (I)

Vlek Col Vlekzed, later known also Stonefist, founded his chiefdom in approximately 430 CY. Vlek was cast out from the Rovers of the Barrens for banditry and lying, but a small number of warriors and their families followed him as leader. For several years he wandered around the fringes of his homeland, raiding and stealing from everyone without prejudice. These minor successes attracted a growing following of fellow outcasts, bandits, criminals, and like unsavory types. Yet with this strange mixture of fighters, he mounted a highly successful raid into Tenh, swung down into the Bandit Kingdoms and recruited more followers, and then defeated a punitive expedition sent from Tenh. When threatened by a bandit kinglet, Vlek replied by surprising his stronghold, sacking it, and carrying away most of its population.

Riding unmolested through the lands of his former people, but not caring to test their fighting ability, Vlek moved beyond White Fanged Bay and established a fortified settlement as a permanent camp. The inhabitants of the area, the Coltens Feodality, were tricked into negotiation with Vlek. These negotiators and their escorting force were slaughtered, the remainder of the Coltens host routed by surprise and ferocity, and Vlek settled down to rule over the whole territory. As Vlek's infamy spread, malcontents from many nations came to his standard, despite his new name of Stonefist (implying both a terrible foeman and an inflexible ruler).

The Mastership of the Hold is a semi-hereditary position and title. The descendants of Vlek (he had 219 wives and 351 male children who survived to maturity) compete in a bi-annual “Rite of Battle Fitness.” The winner may challenge the Master, one of the Atamen of the three towns, or lead a warband and become a chief. The surviving losers join the standing warbands (the “Fists”), those who did best becoming chieftains, sub-chiefs, and leaders of raiding bands. These savage war and raiding bands commonly raid Fruztii, Tenh, and even the Rovers of the Barrens.

About 30% or so of the population of the Hold dwell in permanent settlements, and from these people are drawn the bulk of the footmen. Most of the balance of the population are semi-nomadic, moving into the northern tundra in the summer, and migrating south in the fall. From these people come the horsemen and light infantry of the “Fists.”

Sunndi, County of; Member of the Iron League

His Brilliant Lordship, Count Hazendel of Sunndi; Olven steward of the South

Capital: Pitchfield (pop. 3,600)
Population: 60,000
Demihumans: Gray elves (7,000), mountain dwarves (3,000+), gnomes (2,000 +)
Humanoids: Some (see Vast Swamp)
Resources: Electrum, platinum, gems (II, IV)

The County of Sunndi was once a fief within a fief, being granted to a loyal peer of the Overking's Herzog of the South Province of the Great Kingdom. After a long period of oppressive taxation, maltreatment by royal troops and those of the Herzog as well, and harrying of its demihuman inhabitants, the nobles of human and non-human folk in the area joined the general uprising against Aerdian rule, and in 455 CY became a part of the Iron League.

The county is well protected by natural barriers which enable it to be defended - the dense Rieuwood and hills to east and west. The neck of the Tilvanot Peninsula below Sunndi is corked with a great, semi-salt swamp. This is a mixed blessing, as there are numbers of very unpleasant creatures dwelling therein. The county benefits both from its natural resources (including agriculture) and from trade - overland with Idee, by sea with Duxchan.

It is threatened continually, however, from the north by the Herzog's legions, from the east by the forces of the Holy Censor of Medegia, and by the Sea Barons along its coasts. Sunnd troops are always in arms - human and dwarven contingents in the Glorioles, human and gnome companies guarding the eastern hills, human and elven foresters ranging the northern woodlands. The Sunnd hill men employ slings and morningstars, while the men of the interior prefer crossbows and bardiches. Except for the nobles and their equerries, Sunnd horse is medium or light, and not numerous in any event for they rely upon their confederates to the west (Idee) to provide cavalry.

Tenh, Duchy of

His Radiance, Duke Ehyeh of Tenh

Capital: Nevond Nevnend (pop. 23,800)
Population: 200,000
Demihumans: Some

Humanoids: Numerous (in mountains)
Resources: Foodstuffs, platinum

Tenh has always been under the rule of the Flannae, and most of its peoples are of that racial stock. The fertile uplands between the Artonsamay and the Griff Mountains proved sanctuary and home to Flan tribesmen as the influx of Oerids and Suel peoples elsewhere drove them off or absorbed them. About the time the Aerdi began to expand, the Tenh created their own state from the diverse groups within the boundaries of their land, and their greatest leader was proclaimed Duke.

This realm has retained its freedom and independence down to this day, although it is continually troubled by bandits from the west, raiders from the north, marauding humanoids, and border clashes with the Theocracy of the Pale. Tenh medium cavalry is of excellent repute, as are its sturdy footmen, armed with shortbow and pole arms.

Tiger Nomads: The Chakyik Hordes

The Unvanquishable Tiger Lord, Ilkhan Cligir of the Chakyik Hordes

Capital: Yecha (pop. 3,800)
Population: 75,000+
Demihumans: Few
Humanoids: Few
Resources: Furs, silver, gems (I)

The Tiger Nomads are tough and hardy horsemen who dwell on the prairies above the Yatil Mountains. They are herdsmen and hunters, roaming from the Burneal Forest to the foothills of the Yatils, the Dramidj Ocean to the banks of the Fler. Because of their proximity to more civilized states, these nomads have established a few towns and villages, mine silver and gems, and conduct a fair amount of trade with both Ekbir and Perrenland. Naturally, they likewise raid both places and war continually with the tribes of the Burneal and their cousins to the east, the Wolf Nomads.

These people are Baklunish, and most do not even speak the common tongue of the Flanaess. Their banners bear the likeness of a tiger, tiger tails, etc. The Ilkhan's robe of state is a tiger skin, reportedly that from a sabretooth, while the lesser khans wear the pelts of normal tigers. Tiger nomads move about on horseback, with carts carrying tents and other possessions. Their main force consists of light cavalry armed with horn bows and lances. There is a small percentage of better-protected cavalry which is comparable to medium. Infantry never accompanies a tuman or horde on the march, except if the whole people is moving. Small garrison forces of footmen are stationed in permanent settlements such as Yecha.

Tusmit

His Exalted Splendor, the Pasha of Tusmit, Jadhim'orem

Capital: Sefmur (pop. 18,500)
Population: 150,000
Demihumans: Few
Humanoids: Few
Resources: Foodstuffs, silver, gold

The state of Tusmit is maintained through the crafty playing off of one neighbor against the other - Ekbir against Zeif, Zeif against Paynim nomads, Paynims against Ket, and so forth. By such careful diplomacy, Tusmit maintains her rich holdings south of the Tuflik and avoids costly warfare of an open nature.

Of course, her forces are engaged in frequent border clashes with Ekbir and Ket, as well as skirmishes with raiding tumans (hordes) of Paynim horsemen. The Pasha fears absorption by Ekbir, and most of the politics he engages in reflect this. It is said that the Pasha plans to hire both Perrenlander and Ull mercenaries to settle the problem. The soldiery of Tusmit is similar to that of Ekbir in most respects.

Ulek, County of

Lewenn, His Noble Mercy, the Count Palatine of Ulek

Capital: Jurnre (pop. 10,900)
Population: 25,000
Demihumans: Gnomes (5,000), halflings (4,000), others
Humanoids: None
Resources: Foodstuffs, copper, silver, gems (I, II)

Humans and demihumans have long sought safety in the lands in and around the Lortmils. Flan tribes, dwarves, elves, and so forth settled permanently in the area which has been known as the Ulek States for centuries.

These territories were under Keoish rule for a short period but have been independent for a considerable period since. Although each is separate and distinct, they have a community of interest which allies them in the face of outside aggression or in time of need.

The County Palatine is on good terms with its neighbors north and south as well as its former suzerain, the Kingdom of Keoland. Since the humanoid tribes have been driven out of the Lortmils, the land has enjoyed considerable prosperity. Its troops are mixed human and demihuman companies. Cavalry is solely human, as are the heavy infantry. Lighter infantry and missile troops are typically gnome and halfling companies. The county extends between the Kewl and Old Rivers through the Lortmils to Courwood in the Suss Forest.

Ulek, Duchy of

Grenowin, His Noble Radiance, the Duke of Ulek

Capital: Tringlee (pop. 13,800)
Population: 15,000
Demihumans: High elves (12,000), sylvan elves (4,000), gnomes
Humanoids: Doubtful
Resources: Foodstuffs, cloth, electrum, gems (I, II)

The elven realm of Ulek is ruled by a wise and intelligent Duke of high elven race. Many of the human inhabitants of the land are partially elven, and the remainder are well-disposed to demihumans. After gaining independent status, these peoples were quick to make treaties of mutual aid with Celene and the lower Ulek states. While they do not love the Keoish, they do not bear them enmity, and normal relations and trade exist between the Duchy and the Gran March and Keoland. Most traffic, however, passes through the mountains to Celene and the gnomes of the Kron Hills. There is a standing force of some 1,000 men and elves serving the Duke. This force consists of a small troop of heavy cavalry, another of medium, and a body of elvish light. The balance (60%) consists of crossbowmen, hill men, and elvish archers. In time of need levies of men, elves, and gnomes can be raised speedily.

Ulek, Principality of

His Serene Highness, Prince Olinstaad Corond of Ulek, Lord of the Peaks of Haven

Capital: Gryrax (pop. 17,200)
Population: 30,000+
Demihumans: Dwarves (18,000), mountain dwarves (9,000), gnomes, halflings
Humanoids: Doubtful
Resources: Foodstuffs, silver, gems (II, IV)

Dwarves and other demihumans are more numerous than are humans except in the city of Gryrax, where the larger folk are about twice as common. This is mainly because they are better sailors and are in charge of the dwarven prince's naval squadrons based at the capital.

The remainder of the human population is scattered throughout the principality, which extends from the Sheldomar to the Jewel River, south of Old River, across the lower Lortmils. The human inhabitants also make up the entire cavalry force of the realm and provide a small portion of regular men-at-arms. Most of the infantry is dwarven, of course, with small contingents of gnomes, and a body of halfling scouts.

At one time, the territory of the Prince reached to the tip of the Pomarj, but the nobles there despised a dwarven overlord, and they ejected the mixed garrisons which protected their holdings in the Prince's name. Ulek took no reprisal against them, and an effort was made to relieve the distressed territory when swarms of vicious humanoids fell upon it after being driven from the Lortmils. The Prince is on very good terms with the Count of Ulek and trades with Keoland and the Sea Princes as well.

Ull

His Illustrious Ferocity, Draske, the Orakhon of Ull

Capital: Ulakand (pop. 6,000+/-)
Population: 100,000+
Demihumans: Doubtful
Humanoids: Some (in mountains)
Resources: Silver, gems (II)

A strong tribal clan of the Paynim nomads found the rich area between the Barrier Peaks and the Ulsprue Mountains provided them with ample grazing and a perfect territory to "settle" in. The Ull claimed this area of land for themselves and have held it against all comers.

The territory comprises over 90,000 square leagues, including the hills that separate the Ulsprue from the Crystalmists. While many of the Ull retain their nomadic habits and roam the open plains to the north, a fair number of these people have taken to more settled ways. A caravan town is situated near the center of Ull (Ulakand), and there are numerous hill and mountain villages to the south.

The numbers of the Ull enable them to field a strong force of cavalry and still protect their town and villages with tough infantry. The latter use huge bows, strange pole arms, and great maces. As traders, the Ull are crafty and sly. They are fierce, warlike, and highly unpredictable otherwise.

Urnst, County of

Her Noble Brilliancy, the Countess Belissica of Urnst (regent)

Capital: Radigast City (pop. 39,100)
Population: 200,000
Demihumans: Halflings (3,000), others few
Humanoids: Few
Resources: Foodstuffs, cloth, gold

The County of Urnst is populated by a mixture of peoples, most being of Oerid stock, but hostile toward the Aerdi, unwilling to serve a Nyrondal monarch. The Palatine Duke of Urnst long encouraged separatists in the county above, and eventually the King of Nyrond was forced to agree to a separation of this state from the kingdom.

The land to the great bend of the Artonsamay, south to the Franz, to the shores of Nyr Dyv is ruled by the House of Gellor, whose current representative is the Countess Belissica. The county is allied to, and under the protection of, the Duchy of Urnst but its ruler is by no means subservient to the duke (who is seeking to marry his eldest son to the Countess and thus permanently unite the lands into one realm).

The county maintains a small but efficient squadron of warships on the Nyr Dyv. An army of some 2,000 horse and foot garrisons the key strongholds, and noble levies can raise 10 times that number of troops in a week or two.

Urnst, Duchy of

His Most Lordly Grace Karll, the Duke of Urnst; Warden of the Abbor-Alz

Capital: Leukish (pop. 20,900)
Population: 200,000
Demihumans: Halflings (5,000), gnomes (3,000), dwarves (3,000)
Humanoids: Few
Resources: Foodstuffs, silver, electrum, gold, platinum, gems (I-IV)

The riches of this area are great indeed, consisting of most sorts of precious metals, precious stones, and even the prized corundum gems. Because of this, the duchy has been desired by the kingdoms of Aerdy and Nyrond in that order.

When the Nyrondel won their independence, they took the County Urnst, and were massing troops to cross the Nesser, but the first crossings were turned back by galleys, and the campaign sputtered later in the year, never to be restarted.

Urnst has plenty of other problems of a continuing nature - its Cairn Hills border with Greyhawk, the Abbor-Alz frontier which has desert nomad raiders, and difficulties with the lake men of the Nyr Dyv (q.v.). The Duke is not idle during all this: he has developed an excellent army of borderers while maintaining a centrally located force of cavalry, as he still distrusts Nyrond.

Valley of the Mage

His Most Magical Authority, the Exalted Mage of the Valley and Laird of the Domain

Population: 10,000 (?)
Demihumans: Valley elves, gnomes
Humanoids: Unknown
Resources: Unknown

Long ago a mighty wizard secluded himself in the lush valley at the headwaters of the Javan River amidst the Barrier Peaks. His servants posted the approaches to the area, warning all alike that entrance to the domain thus established was forbidden except by express invitation from its laird.

What has transpired since the valley was claimed many decades ago is simply a matter of conjecture, for no one goes there. (The Grand Duke does not care, and an expedition from Gran March never returned.)

There are, of course, tales of bold adventurers returning loaded with platinum and gems which are said to litter stream beds as pebbles do elsewhere, but even these stories are insufficient to cause much interest, as the area is positively known to be inhabited by horrible monsters. What is known for certain is that bodies of troops are sometimes seen near the verges of Dim Forest, and that mysterious groups sometimes journey in the direction of this place.

Veluna

His Venerable Reverence, the Canon of Veluna - Hazen, Shepherd of the Faithful

Capital: Mitrik (pop. 12,600)
Population: 250,000 (excluding Viscounty of Verbobonc)
Demihumans: High elves (10,000), gnomes (7,000), others
Humanoids: Few
Resources: Foodstuffs, copper, silver, gold

The Archclericy of Veluna has long been a shining example of the better side of humankind in the Flanaess. Since the state became independent, it has treated fairly and justly with its neighbors and championed the cause of righteousness everywhere.

After the unfortunate Short War (see Bissel, Keoland), Veluna returned to normal affairs and only engaged in formal military action again when the Horde of Elemental Evil manifested itself. The Archclericy aids Bissel, Highfolk, and the gnomes of the Kron Hills. She is on very close terms with Furyondy (q.v.).

Seven noble houses support the clerical ruler of the realm, the Plar of Veluna being the foremost. The semi-independent Viscount of Verbobonc is a willing vassal of the state, and his inclusion in the council makes an eighth noble.

Veluna fields a regular army which has a small core of heavy cavalry, large troops of medium horse, and scouts which are light cavalry. The bulk of her infantry are pikemen, with gnomish support and elven archers.

Verbobonc, Viscounty and Town of

His Lordship, the Viscount Wilfrick of Verbobonc

Capital: Verbobonc (pop. 11,600)
Population: 35,000
Demihumans: Gnomes (4,000), sylvan elves (2,500)
Humanoids: Few
Resources: Copper, gems (I-IV)

This small state would hardly he worth mention in a continent-wide work of this nature, despite its riches, except that evil forces chose the area to establish a stronghold.

A temple and fortress were constructed in the wooded hills southeast of the town of Verbobonc, not far from the village of Hommlet. Trade was ravaged, the countryside pillaged, and hands of evil humanoids and men were flocking to the gruesome standards raised. Prompt action was taken when it became apparent that evil had grown strong. The Right Worshipful Mayor of the town called up the trained levies, and the Viscount brought all of his retainers and the militia, and these forces were in the forefront of the ensuing battle which broke the hordes of the Temple.

The viscounty is a large one, extending from the Velverdyva's south bank some 15 leagues into the Kron hills, being over 50 leagues in breadth. Verbobonc is situated in the approximate center of its east-west axis.

Wild Coast

Capital: None, but five major towns - Safeton (pop. 4,600), Narwell (pop. 2,900), Fax (pop. 6,700), Badwall (pop. 5,200), Elredd (pop. 8,400)
Population: 150,000+(?)
Demihumans: Many
Humanoids: Many
Resources: None outstanding

The western shores of the Sea of Gearnat have long been called the Wild Coast, for the region has been a haven for malcontents, dissidents, demihumans, humanoids, and the outcasts of other states.

It is a fair but not particularly fertile area of rolling countryside interspersed with woodlands, fens, and scattered clusters of dwellings. Parts of the Gnarley Forest, all of the Welkwood east of the Jewel River, and Suss Forest are considered as being in this region.

The Wild Coast remains a free territory comprised of petty nobles, robber barons, guild-held towns, fishing and forest villages, freebooters, mercenaries, and displaced persons of all sorts. This is due to the remote and isolated position it holds, its lack of resources, and the fact that it has never been a desirable position strategically.

Portions of the area have been under the control of Celene, the Prince of Ulek, the Gynarch of Hardby, and the Free City of Greyhawk at various times. The inhabitants, being of a mind otherwise, have always managed to regain their freedom.

There is no question that the Wild Coast is known throughout the Flanaess as a place of sanctuary, albeit a highly dangerous one, filled with adventure at the very least. Its racially mixed peoples are well known as mercenaries and adventurers themselves. The area gives rise to many outstanding clerics, fighters, wizards, and thieves. Legendary natives of the Wild Coast include such persons as Mordenkainen, Robilar, and Tenser, to name but a few.

Tales relate that somewhere within the Suss there exists a lost city of the Old Suloise - from which the Jewel River gained its name. It has never been found, and the legend is highly doubtful. Since the Pomarj has been in the control of rapacious humanoids, the southern portions of the Wild Coast have been less than wholesome in any event, and expeditions into the Suss Forest have not been attempted of late for obvious reasons.

Wolf Nomads: The Wegwiur

The Fearless Wolf Leader, Bargru, Tarkhan of all the Wegwiur; Commander of the Relentless Horde

Capital: Eru-Tovar (pop. 4,000)
Population: 80,000
Demihumans: Few
Humanoids: Few
Resources: Furs, copper

Much as their western kin have done, the Wolf Nomads have assumed a few civilized characteristics, in that they have a permanent capital and carry on trade with Perrenland. At one time the Wegwiur horsemen contested gladly with the Rovers of the Barrens for rights to the lands around the Howling Hills and the Dulsi River, sometimes defeating them, and sometimes being driven away.

With the rebirth of Iuz, the Wolf Nomads shun the territory they once disputed, and are themselves subject to raids from humanoids and humans from Iuz. These Nomads are not daunted by these forays, however, and have given as good as they've gotten.

Having lost their favorite foemen, the Wolves of the Prairies fight with the Tiger nomads or raid southward for sport. Their banners depict one or more wolves, and their standards bear wolf tails and heads. They are otherwise akin to the Tiger Nomads (q.v.).

Yeomanry, The

His Steadfastness Crispin Redwell, the Freeholder, Spokesman for the Yeomanry League

Capital: Loftwick (pop. 6,000)
Population: 100,000
Demihumans: High elves (2,000), dwarves, halflings
Humanoids: Few (many in mountains)
Resources: Foodstuffs, cloth, silver, gems (II)

The peoples who settled the territory west of the Javan River, north of the Hool Marshes and below the Jotens were mixed tribes of Flannae-Suel. Some Oeridians also came into the area, accepted by the original settlers as long as they did not infringe the lands or rights of those already there.

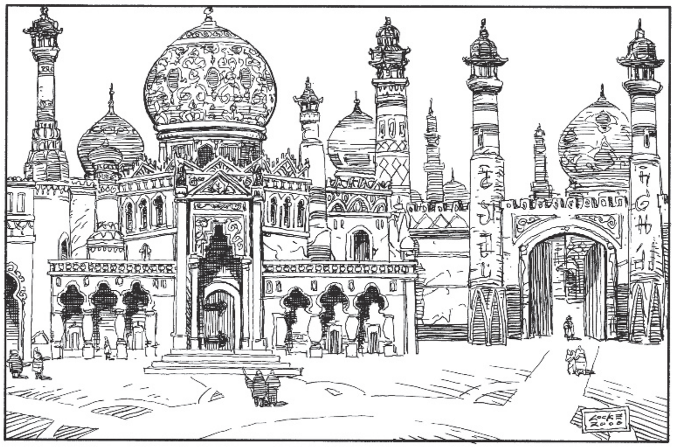
These peoples developed the habit of holding annual meetings of all the tribes in the region, where disputes were settled and arrangements of all sorts made. All warriors were treated equally, but each tribe appointed one spokesman for each dozen. Eventually, as numbers grew, this became one for every 12 dozen, with the 12 spokesmen electing a 13th to speak for all. This democratic tradition persisted when the region came under Keoish rule. Despite its isolated position, considerable commerce was carried on between the kingdom proper and the Yeomanry, for the latter area was very rich.

Although they exploited them, the Keoish also brought many benefits to the inhabitants of the land. The Keoish monarch, regarding the yeomen as persons of gentle birth and their appointed spokesmen as lesser nobility, gave the region a voice in council (and exposure to the affairs of the world beyond the boundaries of the Yeomanry).

Many thousands of yeomen served in the Keoish military for decades, but when the kingdom began its wars of conquest, the freemen of the territory revolted and closed their frontier to Keoish rule forever. The move was successful primarily because the kingdom was beset with rebellion everywhere, but the result was the founding of a state ruled by all of its warriors through election! All those bearing arms, those who have borne them in the past, and artisans and craftsmen are now entitled to elect spokesmen.

The Freeholder must be elected from one of the several score of greater landowners, but he is ruled by the council of Common Grosspokesmen. He conducts government affairs and directs the Free Captains of the Battles.

The soldiers of the Yeomanry are mostly spearmen and crossbowmen. The mountaineers provide heavy, pole armed troops and light stingers. The greater freeholders furnish the small cavalry contingents. Demihumans are enlisted in time of need, for they too are electors of the land. Elvish spear and bow units, dwarvish mailed foot, and halfling light troops are brought to the field when the army of the Yeomanry sallies forth.



Zeif, Sultanate of

His Omnipotence, the Glory of the West, the Sultan of Zeif - Murad

Capital: Zeif (pop. 40,300)
Population: 200,000
Demihumans: Doubtful
Humanoids: Doubtful
Resources: Foodstuffs, gems (III)

The Sultanate of Zeif is the westernmost state of the Flanaess, a portion of it extending beyond the north-south dividing line marked by the Ulsprue Range. The lands of the Sultan stretch from the Dramidj to south of the town of Antalotol, and border Ekbir and Tusmit.

Little is known of the Sultan or his court. The army of Zeif is said to be comprised mainly of superb mailed cavalry and huge footmen armed with two-handed swords. It is likely that numbers of mercenary Paynim horsemen are also enlisted in its ranks.

The warm currents of the Dramidj make the land very rich, although the Sultan possesses few mineral resources save a secret source of chrysoberyls and peridots which are so fine as to be sought after as far east as Keoland, Furyondy, and beyond. Zeif is supposed to have territorial designs upon both Ekbir and Tusmit, but this is not certain.

RULERS OF GREYHAWK

Domain	Ruler
Almor:	Kevont, Cleric 12
Bandit Kingdoms:	No single ruler, Thief 15 or Fighter 13 usual
Bissel:	Walgar, Ranger 15
Blackmoor:	Bestmo, Fighter?
Bone March:	Clement (deceased)
Celene:	Yolande, Fighter/Magic-User 9
Dyvers:	Margus, Thief 17
Ekbir:	Xargun, Cleric 16
Frost Barbarians:	Rälff, Barbarian15
Furyondy:	Belvor IV, Paladin 14
Geoff:	Owen I, Fighter/Magic-User (Illusionist) 12
Gran March:	Petros, Fighter 15
Great Kingdom:	Ivid V, Cleric 7 - Magic-User 12
Greyhawk:	Nerof Gasgol, Thief 10
Highfolk:	Loftin Graystand, Druid 12
Horned Society:	True identities unknown
Ice Barbarians:	Lolgoff Bearhair, Barbarian 14
Idee:	Fedorik Eddri, Fighter 14
Irongate:	Cobb Darg, unknown
Iuz:	Iuz, demigod
Keoland:	Kimbertos Skotti, Ranger 14
Ket:	Zoltan, Cleric 3 - Fighter 14
Lordship of the Isles:	Latmac Ranold, Fighter 16
Medegia:	Spidasa, Cleric 15
North Province:	Grenell, Assassin 15
Nyrond:	Archbold III, Fighter 16
Onnwal:	Ewerd Destron, Fighter 12
Pale:	Ogon Tillit, Cleric14
Perrenland:	Franz, Ranger 15
Paynims:	Tribal leaders
Pomarj:	Several petty leaders
Ratik:	Lexnol, Ranger 13
Rel Astra:	Drax, Assassin 6 – Magic-User 9
Rovers of the Barrens:	Kishwa Dogteeth, Barbarian 11
Scarlet Brotherhood:	True name unknown, Monk 14
Sea Barons:	Sencho Foy, Fighter 13
Sea Princes:	Jeon II, Fighter 17
Shield Lands:	Holmer, Cleric 7 - Fighter 10
Snow Barbarians:	Orvung, Barbarian 16
South Province:	Chelor, Thief 5 - Fighter 11
Spindrift Isles:	True names unknown
Sterich:	Querchard, Bard 16
Stonefist:	Sevvord Redbeard, Fighter 18
Sunndi:	Hazendel, Cleric/Fighter/Magic-User 7
Tenh:	Ehyeh, Fighter 12
Tiger Nomads:	Cligir, Barbarian 11 - Illusionist 3
Tusmit:	Jadhim-Orem, Fighter 15
Ulek, County of:	Lewenn, Druid 13
Ulek, Duchy of:	Grenowin, Fighter 7 – Magic-User 11
Ulek, Principality of:	Olinstaad Corond, Fighter/Thief 10
Ull:	Draske, Fighter 13
Urnst, County of:	Lorgan, Fighter 16, Regent: Belissica, Magic-User 9
Urnst, Duchy of:	Karll, Ranger 12
Valley of the Mage:	Magic-User 20+ (?)
Veluna:	Hazen, Cleric 19
Verbobonc:	Wilfrick, Fighter 10
Wild Coast:	Various petty rulers
Wolf Nomads:	Bargru, Barbarian 12 - Illusionist 5
Yeomanry:	Crispin Redwell, Fighter 10 - Cleric 5
Zeif:	Murad, Fighter 13 – Thief 4

Royal and Noble Precedence and Titles

Courtly travelers and political scholars throughout the Flanaess must make careful study of the titles, honorifics, and hierarchies of nobility used in the many royal courts and noble houses throughout. To aid those who move among such circles, or the simply curious, the following (very brief) primer on royalty, nobility, titles, and honorifics is presented. Travelers are strongly encouraged to investigate local customs and regulations before addressing local officials or nobles, as mistakes can lead to embarrassment, loss of standing, or worse.

Titles are listed in descending order of importance. Where several co-equal titles are recognized, that common to the Great Kingdom and Nyrond or Furyondy will be given first, with others thereafter. It must be noted that this precedence might be disputed in the Baklunish lands and courts, but ambassadors to various eastern realms have accepted it as true and correct protocol.

General Honorifics: Honorific address forms are shown in the final column. As most titles have distinct, additional honorifics of their own, these additional honorifics follow the form of the preeminent, with titles of the Great Kingdom, Nyrond, and/or Furyondy listed first; others, if any, are given thereafter. The listed honorifics are by no means complete and full; and are acceptable address forms only until the holder's true royal, noble, knightly, or positional title and honorifics are properly conveyed to the petitioner.

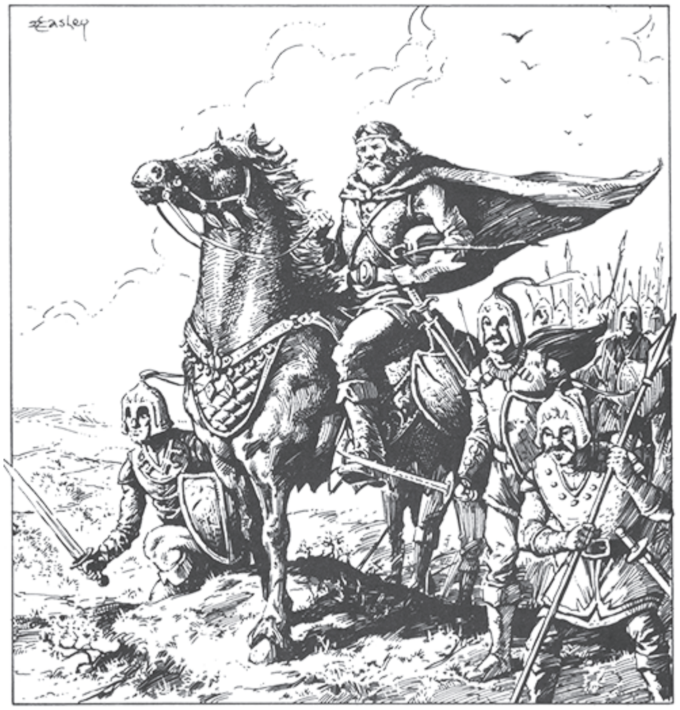
Title	Honorific
Overking, Emperor	Imperial Majesty
Padishah, Kha-Khan	Royal Majesty
King, Rhelt, Master, Sultan, Caliph, Pasha	Majesty

Title	Honorific
Duke Palatine, Grand Duke, Prince Palatine, Theocrat, Archcleric, Beygraf, Tarkhan, Shah, Orakhon, Ilkhan	Royal Highness
Herzog Duke, Fasstal, Prince, Count Palatine, Ambassador, Voorman, Censor, Freeholder, Prelate, Hetman, Heirarch, Ataman	Highness
Margrave, Marquis, Earl, Count, Archbaron, Plar, Grandee Despotrix, Khan, Altmeister, Amir, Commandant	Noble Grace or Lordly Grace
Szek, Viscount, Baron, Lord Mayor, Magistar, Emissary	Lordship
Knight Commander, Mayor, Chief, Laird	Honor, Worship
Knight, Spokesman	Worthy Sir

Peers of the Realm and Knightly Precedence

The correct honorifics in the Kingdoms of Furyondy, Keoland, and the Archclericy of Veluna and surrounding civilized states:

Title	Honorific
Duke	Highness or Noble Grace
Prince	Grace
Margrave or Marquis	Nobility
Earl, Graf, Count or Plar	Eminence
Viscount	Noble Lordship
Baron	Prominence
Lord Mayor	Lordship
Knight Commander	Most Honorable Sir
Knight Banneret	Right Honorable Sir
Mayor	Honorable Worship
Knight Companion	Most Worthy Sir
Knight Bachelor	Worthy Sir
Knight	Sir
Elder	Honorable Master
Gentleman	Master
Esquire	Squire
Yeoman	Soc-man



Belvor IV of Furyondy

Orders of Knighthood

There are numerous forms of knighthood in the Flanaess - types bestowed by sovereign rulers, those granted by greater and lesser nobles, and those conferred by the principal clerics of certain states.

These various degrees are not held in equal regard. Some states do not confer knighthood at all, a few bestow it on the cheap, and elsewhere it is of great repute. Thus, for example, the Knight Protectors of the Great Kingdom are exceedingly formidable, while those of Medegia are looked upon with near contempt, as it is well known that the title is offered for sale.

Only the following three are true orders of knighthood, however.

The Knights of the Shield

This order is detailed in the description of the Shield Lands (q.v.).

Knights of the Watch

Certain stout soldiers from the lands of Bissel, Gran March, Geoff, and Keoland are invited to join this order, which is pledged to protect the east from incursions of the Paynims and the other Westerlings.

These knights hold certain castles, keeps, and strongholds along the Ketish border and elsewhere in the western mountains.

The Watchers are a near-monastic order and very strictly disciplined. Their current Grand Commander is Hugo of Geoff. There are reported to be 5,000 in the order. The coat of arms of the Knights of the Watch is Sable, an owl displayed argent.

Order of the Hart

Far less militant in its outlook, and divided into three separate branches, the Knights of the Order of the Hart were organized to assure that the central states (Furyondy, Veluna, High Folk) retained their freedom and purpose.

Because these nations are quite decentralized and none maintains any sizable standing military force, each is subject to sudden incursions and threats from neighbors. In the east and north are the humanoid hordes and the barbarian nomads. To the west are the Baklunish states and the only slightly less threatening marches and military orders between, as well as Perrenland with its aggressive trade policies and well-organized soldiery to back them up. There is little threat from the south, save for occasional pirates on the Nyr Dyv and some more-or-less bothersome raiding from humanoids.

Thus, while each nobleman and lord of these nations has his own guards and men-at-arms, and each sovereign ruler maintains a small body of troops, most of the might of Furyondy, Veluna, and the High Folk takes a considerable time to muster. The Knights of the Hart are therefore sworn to be ready at an instant's notice to serve as a vanguard. They maintain certain strongholds, serve in various capacities in the associated nations, and have roving troops scouting trouble areas and hostile borders as well. The three branches of the Knights of the Order of the Hart are:

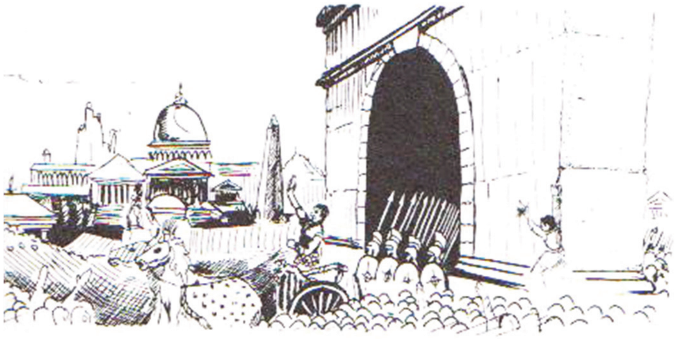
Knights of Furyondy: There are 200 knights and many men-at-arms under their command in this branch of the order. Their coat of arms is Azure, a pair of antlers or.

Knights of the High Forest: This branch of the order is reputed to be only for those of the olvenfolk. There are perhaps only two dozen or so knights within the branch. Their coat of arms is vert, a pair of antlers or.

Knights of Veluna: It is said that there are but 80 knights in this branch of the Order of the Hart, although each is of great repute and commands many sergeants and men-at-arms. Their coat of arms is Sable, a pair of antlers or.

Knighthood in any branch of the Order of the Hart is bestowed only upon freemen and gentlefolk seeking the weal of the states which they are dedicated to uphold and defend. Furthermore, each candidate must be a proven warrior and have performed an act of exceptional honor, bravery, courage, and service.

Knights of the Hart are hated and despised by Iuz, the Horned Society, and even by the folk of Dyvers, it is said. There is no love lost between them and the Watchers, the rulers of Perrenland, and certain of the Nyrondel noblesse. Considerable rivalry exists between the orders of the Hart and the Shield.



Social Rank and Hierarchical Status

Most societies are, to one degree or another, class-based. Use these broad categories for typical societies:

Members of the Upper Class

- Imperial Royalty (office holders)
- Royalty & Heads of State (office holders)
- Dependent Royalty and Heads of State (office holders)
- Independent Nobility and Lords Mayor of Free Cities (office holders)
- Greater Nobility, Major Clergy, Lords Mayor of Great Cities, Free Lords

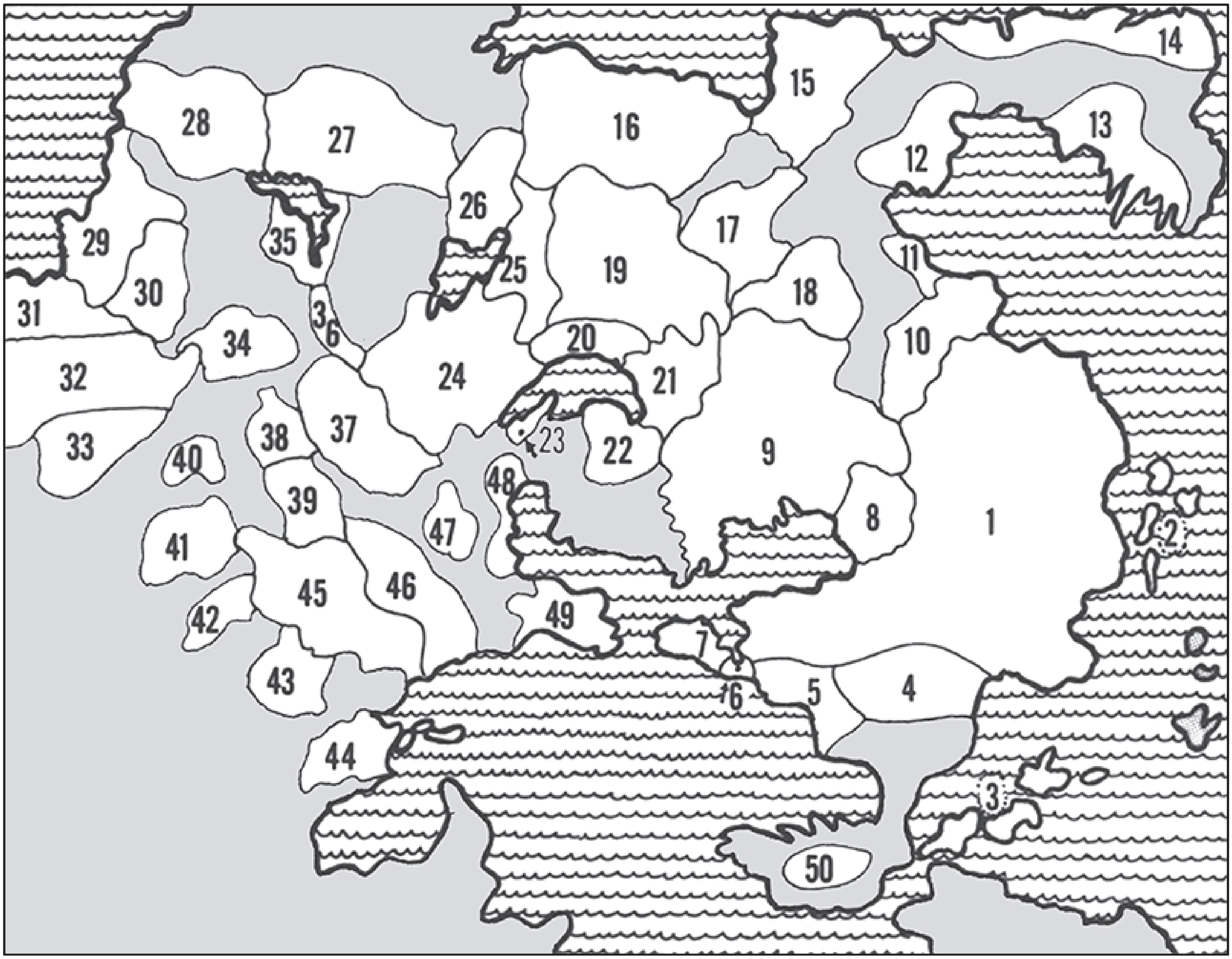
Members of the Middle Class

- Lesser Nobility, Guild Masters, Clergy, Great Knights, Lords Mayor of Towns, Military Officers
- Lesser Knights, Petty Clergy, Sages, Minor Officials, Landed Gentry, Wealthy Merchant Gentlemen, Freeholders, Petty Lords (Lairds)
- Esquires, Master Craftsmen, Property-owning Merchants and Tradesmen, Soc-men (large landowners), Heads of Small Communities, Gentlemen, Scholars

Members of the Lower Class

- Petty Landlords, Merchants, Craftsmen, Tradesmen, Freemen, Professional Soldiers, Village Elders
- Mercenaries, Students, Laborers, Masterless Men, Apprentices, Bondsmen, Indentured Servants, Beggars and Vagabonds, Slaves

Political Map of the Flanaess


14
15
28
27
16
13
12
26
17
29
35
19
11
25
18
30
31
36
20
34
10
24
21
32
23
37
38
22
9
33
40
48
39
8
1
41
47
2
45
46
42
49
7
43
6
5
4
44
3
50

1	The Great Kingdom
2	The Sea Barons
3	Lordship of the Isles
4	Sunndi
5	Idee
6	Irongate
7	Onnwal
8	Almor
9	Nyrond
10	Bone March
11	Ratik
12	Frost Barbarians
13.	Snow Barbarians
14.	Ice Barbarians
15	Stonefist
16	Rovers of the Barrens
17	Duchy of Tenh
18	Theocracy of the Pale
19	Bandit Kingdoms
20	Shield Lands
21	County of Urnst
22	Duchy of Urnst
23	City of Greyhawk
24	Kingdom of Furyondy
25	Horned Society
26	Iuz
27	Wolf Nomads
28	Tiger Nomads
29	Ekbir
30	Tusmit
31	Zeif
32	Paynims
33	Ull
34	Ket
35	Perrenland
36	Highfolk
37	Veluna
38	March of Bissel
39	Gran March
40	Valley of the Mage
41	Duchy of Geoff
42	Sterich
43	The Yeomanry
44	Hold of the Sea Princes
45	Kingdom of Keoland
46	Tri-States of Ulek
47	Celene
48	The Wild Coast
49	The Pomarj
50	The Scarlet Brotherhood

Lands of the Flanaess, at a Glance

Nation or Territory	Ruler, Capitol, and Population	Alignments	Diplomatic Relations
Almor, Prelacy of	Ruler: Kevont, the Prelate of Almor (Cleric 12 of Heironeous) Capitol: Chathold (pop. 4,789) Population: 200,000+ (OS); few demihumans and humanoids Resources: Foodstuffs (livestock, fish), cloth, copper Military: Militias (crossbows, spears, polearms; battleaxes and longbows in the north), 5,000 horse and infantry, plus nobility and gentry.	LG, LN	Allied with Nyrond, who supports Almor's militias. Nyrond and Almor both lend monetary and military support to the Iron League. Almor holds its northern border, in the Adri Forest, against the Bone March's humanoids.
Bandit Kingdoms	Ruler: 4 to 6 petty kings and various bandit lords (17 states) Capitol: Currently Rookroost (pop. 17,310) Population: 95,000 (OSFb); few if any demihuman, and many humanoids Resources: Silver (mines in near the Rift Canyon) Military: Bandit and brigand bands. 10,000 regular troops.	CN, CE, NE, N	The bandit lords squabble and vie for power. They raid into neighboring lands: County of Urnst, Duchy of Tenh, Shield Land, Nyrond, and the Theocracy of the Pale.
Bissel, March of	Ruler: Walgar, Margrave of Bissel (Ranger 15) Capitol: Thornwald (pop. 3,430) Population: 50,000 (OSB); some demihumans and humanoids Resources: Foodstuffs, cloth, gold, gems (I) Military: The Border Companies. Four companies of 1,000 (horseman, infantry, and archers). Favored weapons are the lance, crossbow, pike, flail, sword, and polearms. They are well equipped and armored. Each company has 30 to 50 scouts.	LG, LN, NG, N	Furyondy, Veluna and Keoland support the principality. Bissel is seen as a bulwark against incursions from Ket and other Baklunish lands to the west.
Blackmoor	Ruler: Bestmo, Archbaron of Blackmoor (Fighter ?) Capitol: Dantredun (pop. 666) Population: 20,000 to 30,000+ (OBf); no demihumans and large numbers of humanoids Resources: Ivory, copper, gems (II) Military: Militia forces armed with slings, shortbows, and spears. Cavalry is uncommon, except among Bestmo's forces.	LN, LE, NE	Raiders from the Wolf Nomads and Rovers of the Barrens have raided into these lands in the past. The original capital, Blackmoor, was sacked some years ago.
Bone March	Ruler: Various humanoid chieftains Capitol: Spinecastle (pop. 6,300) Population: 40,000 (SO); few demihumans (gnomes of the Flinty Hills) and many humanoids (gnolls, ogres, and numerous orcs). Resources: Silver, gems (I, II) Military: Humanoid forces (gnolls, orcs, ogres, and others)	N, CN, CE	The humanoids of Bone March invade the surrounding lands: Ratik, North Province, and Almor. Some say that the Overking of the Great kingdom would gladly make peace with the humanoids to the north and enlist them in his own armies.
Celene, Kingdom of	Ruler: Yolande, Queen of Celene (Fighter/Magic-user 9) Capitol: Enstad (pop. 6,950) Population: Population: 20,000 (SOf), including half-elves; gray elves (9,500), sylvan elves (8,000), gnomes (13,500), and halflings. There are no humanoids within these lands. Resources: Foodstuffs, cloth, silver Military: Militia forces made up of humans, elves, gnomes, and half-elves.	LN, NG, CG, N	Celene has close ties with the Uleks states. Continual war is carried on within the Suss Forest and beyond the Jewel River with humanoids operating out of the Pomarj.
Dyvers, Free and Independent City	Ruler: Margus, Magister of Dyvers (Thief 17) Capitol: City of Dyvers (pop. 42,000+) Population: 53,000, including the city (OSfb); some demihumans and few humanoids Resources: Shipbuilding Military: Marine force of 1,000 men; 2,000 infantry. These forces are very well armed and equipped.	LG, LN, NG	Dyvers claims lands south of the Velverdyva but is careful not to encroach upon the lands of Furyondy, who granted independence to these lands.
Ekbir, Caliphate of	Ruler: Xargun, Caliph of Ekbir (Cleric 16) Capitol: Ekbir (pop. 29,400) Population: 250,000 (Bo); no demihumans, few humanoids Resources: Foodstuffs, cloth Military: Large war fleet. Ekbir's forces consist primarily of light and medium cavalry. The standing army of 5,000 soldiers has 1,000 heavy infantry.	LG, LN, N	A great rival of their neighbor, Zeif, for dominance in the Baklunish regions.

Nation or Territory	Ruler, Capitol, and Population	Alignments	Diplomatic Relations
Frost Barbarians	Ruler: Rälff, King of the Fruztii (Barbarian 15) Capitol: Krakenheim (pop. 3,300) Population: 50,000+ (S); few demihumans and some humanoids Resources: Foodstuffs, furs, silver, gold Military: Militias and household troops (axes, broadsword, longswords, shortsword, and spears)	CN	A recent pact with Ratik has allowed the Fruztii to be independent of Schnai (Snow Barbarians) in all but oath. They raid Ratik and the Great Kingdom each year.
Furyondy	Ruler: Belvor IV, King of Furyondy, Prince of Veluna, Marshal of the Shield Lands, Provost of the Northern Reaches, Warden General of the Vesve Forest, etc. (Paladin 14) Capitol: Chendl (pop. 15,600) Population: 350,000+ (Ofs); some demihumans and no humanoids Resources: Foodstuffs, cloth, gold Military: Belled heavy cavalry and light infantry (Vesve Forest contingent). The standing army only numbers a few thousand but militias swell its numbers to 20,000 or more in times of need. The Whyestil fleet commands that lake, while a squadron of ships patrol the Nyr Dyv out of Willip.	LG, NG, LN	Allied with Veluna and The Shield Lands against Iuz and The Horned Society. Furyondy lends financial aid to Bissel's militia.
Geoff, Grand Duchy of	Ruler: Owen I, Grand Duke (Fighter/Illusionist 12) Capitol: Gorna (pop. 4,800) Population: 65,000 (FOS); high elves (6,000) and some other demihumans and some humanoids in the Crystalmist Mountains. Resources: Cloth, copper, silver, gold, gems (I) Military: The Grand Dukes forces include cavalry, archers, and contingents of pikemen (in the foothills of the Crystalmists).	LG, NG, CG, CN	Friendly with Sterich and Keoland, as well as the elves within the realm. Raids by giants and humanoids out of the Crystalmist Mountains and humanoids out of the Rushmoors are common.
Gran March	Ruler: Petros, Commandant of Gran March (Fighter 15) Capitol: Hookhill (pop. 4,500) Population: 80,000 (OSf); some demihumans and few humanoids Resources: Foodstuffs, cloth, copper, gems (III) Military: Medium cavalry (chainmail), armed with lance, crossbow, and sword. The ruling class of Gran March are members of a knightly military order.	LG, LN, NG, N	Gran March is a nominal vassal of Keoland and maintains friendly relations with Bissel.
Great Kingdom	Ruler: Ivid V, Overking of Aerdy, Grand Prince of the North, Archduke of Ahlissa, Idee, and Sunndi; Suzerain of Medegia, Commander of the Bone March; Lord of the Sea Barons; Protector of Almor and Onnwall; Hetman of all the Aerdi; etc. (Cleric 7 of Hextor – Magic-user 12) Capitol: Rauxes (pop. 41,000) Population: 5,000,000 (OS); some demihumans (on the kingdom's fringes) and humanoids Resources: Foodstuffs, cloth, copper, silver, gold, gems (IV) Military: Noble contingents allow the Overking to field an army of over 15,000 troops in a relatively short time. If necessary, a force of up to 75,000 can be called up. The Overking's Companion Guard consists of 10 select companies of various arms (light, medium and heavy cavalry, archers, crossbowmen, and 5 companies of infantry with pole arms).	Any (LE, LN, NE, N, CN, CE)	The Great Kingdom collects tribute is suzerain to the North and South Provinces. Medegia and the Sea Barons pay tribute to The Malachite Throne of Ivid the Undying. The Iron League stands in open opposition to the Great Kingdom. It is rumored that the Overking has sought peace with Bone march and wishes to secure humanoid mercenaries from this land.
Greyhawk, Free City of	Ruler: Nerof Gasgol, Lord Mayor (Thief 10); with 12 to 18 members of the Directing Oligarchy (including the Captain General of the Watch, the Constable, the Guildmaster of Thieves, the Guildmaster of Assassins, and various representatives from the Society of Magi, The Merchants' and Traders' Union, Artisan' League, and clerical leader). Capitol: Greyhawk (pop. 58,000 in the city) Population: 17,000+ in the surrounding area (OSfb); some demihumans and humanoids Resources: Silver, electrum, gold, platinum, gems (I-IV) Military: Members of the Watch and Constabulary, and mercenaries employed of the Directing Oligarchy (and other power-brokers).	Any	The Despotrix of Hardby pays tribute to Greyhawk in order to maintain its independence from the growing city-state.
Highfolk, Independent Town	Ruler: Loftin Graystand, Mayor (Druid 12) Capitol: Highfolk (pop. 2,500) Population: 2,500 (Os); high elves (10,000), numerous sylvan elves, and some other demihumans, and no humanoids. Resources: Gold Military: Elven (swordsmen, archers) and human militia (pikemen and archers). Some take up service as mercenaries in Perrenland.	NG, CG, N	The southern outpost of the elves of the Quagflow Valley (called the Fairdells by the elves). They are at peace with their neighbors.

Nation or Territory	Ruler, Capitol, and Population	Alignments	Diplomatic Relations
Highfolk, Principality of	Ruler: No organized governing body Capitol: None Population: 20,000 (Os); high elves (12,000), sylvan elves (9,000), gnomes (4,000), tallfellow halflings (2,000), and gray elves (1,000). Humanoid raiders descend out of the northern Vesve and from the Clatspur and Yatil mountains. Resources: Foodstuffs, cloth, copper Military: No standing military. However, in time of need, they can muster a considerable body of fighters, including humans armed with longbows and many sorts of demihuman troops. The Knights of the Hart of Highfolk are drawn from the best of the elven and half-elven warriors of the valley region.	NG, CG, N	The main enemies of the people of Highfolk come from the land of Iuz, penetrating the Vesve Forest.
Horned Society	Ruler: Unknown; 13 Hierarchs, including powerful devil-worshipping clerics, magic-users, thieves, and a trio of powerful fighters. Capitol: Molag (pop. 16,2000) Population: 45,000 (OS); no demihumans, hobgoblins (12,000) and many others Resources: None Military: Many troops of bandits and humanoid bands.	CE	Allied with Iuz against the Shield Lands and Furyondy.
Ice Barbarians	Ruler: Lolgoff Bearhair, King of Cruski and Fasstal of all the Suelii (Barbarian 14) Capitol: Glot (pop. 5,100) Population: 60,000 (S); few demihumans and some humanoids in the Corusk Mountains Resources: Furs, copper, gems (I) Military: Militias and household troops (axes, broadsword, longswords, shortsword, and spears)	CN	The Ice Barbarians frequently raid both the Snow and Frost Barbarians, as well as Ratik and the Great Kingdom. In the summer they raid the Hold of Stonefist.
Idee, County of	Ruler: Fedorik Eddri, Count (Fighter 14) Capitol: Naerie (pop. 4,900) Population: 60,000+ (OS); some demihumans and no humanoids Resources: Foodstuffs, copper, gold Military: The Count maintains a standing army to man and support the chain of castles and fortresses which guard his northern frontier. Militia contingents are ready to stand to arms on instant notice. Meanwhile, Idee carries on a brisk trade via the sea lanes with Onnwal and Nyrond.	NG, N, CG, CN	Iron League member. This small county is under constant threat from South Province but has a large army and string of stout castles to defend itself.
Irongate, Free City of	Ruler: Cobb Darg, High Lord Mayor (Unknown) Capitol: Irongate (pop. 44,000) Population: 13,000+ (Os); many demihumans and no humanoids Resources: Gems (II, III) Military: Irongate has a strong naval squadron and a large company of armored crossbowmen in League service. She can also raise 2,000 heavy militia infantry of high morale and excellent training. These troops are ranseur or glaive-guisarme equipped and can march in a single day after muster.	LN	Iron League Member. A wealthy seaport, it is continually menaced by South Province, but is protected by tall walls and dwarven allies.
Iuz, Land of	Ruler: Iuz, Lord of Evil (Demigod) Capitol: Dorakaa (pop. 10,000) Population: 40,000 (Of); no demihumans, many humanoids (number unknown) Resources: Furs, electrum Military: In addition to the many evil clerics, thieves, fighters, assassins, and wizards who have gathered under the grim banner of Iuz, numbers of the foulest tribes of humanoids have grown in strength and are ready to march. Goblins, orcs, and hobgoblins in the thousands are known to be in arms, swelling the human contingents of Iuz's armies.	CE	Allied with the Horned Society against Veluna, Furyondy, and the Shield Lands.

Nation or Territory	Ruler, Capitol, and Population	Alignments	Diplomatic Relations
Keoland, Kingdom of	Ruler: Kimbertos Skotti, King of Keoland; Lord of Gran March; Plar of Sterich; Protector of the South; etc. (Ranger 14) Capitol: Niole Ora (pop. 21,000) Population: 300,000 (SOf); sylvan elves, gnomes, and halflings, and no humanoids Resources: Foodstuffs, cloth, gold, gems (III) Military: The Keolanders are well known for their light cavalry employing javelins, crossbows, and lances. The bulk of the army consists of footmen armed with pole arms and long spears, while the nobility comprises the heavy cavalry portion of the force. There are typically small companies of elves, gnomes, halflings, and/or dwarves included in muster. The fleet is battle-worthy but small, and conflict with the Sea Princes continues to plague the realm.	LG, LN, NG, N, CG, CN	The semi-independent Gran March and Earldom of Sterich are loyal to the crown and furnish strong contingents to the royal army. The Yeomanry and Ulek states are allied with their former suzerain. Bissel is allied with this kingdom.
Ket	Ruler: Zoltan, Beygraf of Ket and Shield of the True Faith (Cleric 3 of Istus – Fighter 14) Capitol: Lapolla (pop. 23,4000) Population: 85,000 (BO); few demihumans and humanoids Resources: Silver, gems (I, IV) Military: The court of the Beygraf is a strange mixture of eastern and western influences. This admixture pervades the military as well, for the Ketites field a strong force of pikes and crossbows along with their light horse archers and medium lancers. The army is well-honed.	LN, N, CN, CE	Despite racial ties and trade, the Paynim clans often raid the border country west of the Tuflik River. Tensions crop up along the Ket-Bissel border.
Lordship of the Isles; Principality of the	Ruler: Latmac Ranold of Duxchan, Lord of the Isles; Scourge of the Waves (Fighter 16) Capitol: Sulward (pop. 5,500) Population: 80,000 (So); few demihumans and no humanoids Resources: Rare woods, spices Military: The Isles maintain a fleet of warships that protect their interests and patrol the waters of the Tilva Strait, Aerdy Sea, Oljatt Sea, and Spindrift Sound.	LN, N, CN	The rulers of Duxchan gave up piracy in favor of more lucrative methods of extracting money from merchants. There is particular enmity between the Sea Barons and the Lord of the Isles for rather obvious reasons. The principality has warred with Medegia in the past and hostility still exists between the two states.
Medegia, See of	Ruler: Spidasa, The Holy Censor of Medegia (Cleric 15 of Hextor) Capitol: Rel Astra (pop. 39,800) Population: 250,000 (Os); sylvan elves (in the Grandwood Forest) and some humanoids Resources: Foodstuffs, cloth Military: The wealth of Medegia's nobles allows them to hire enough mercenary forces to quell the local peasantry, expands their holdings, and harangue shipping out of The Lordship of the Isles.	NE, CE	The clerics and nobles of the See have grown exceedingly rich, and their mercenary forces harry the Olvenfolk in the Grandwood and loot across the Flanmi in the Glorioles and Hestmark Highlands where the Censor has extended his holdings to these very foothills, contesting with dwarves and gnomes without quarter. Medegia is strongly allied with the Great Kingdom, and Spidasa acts as one of Ivid V's chief advisors.
North Province	Ruler: Grenell, Herzog of the North Province (Assassin 15) Capitol: Eastfair (pop. 29,100) Population: 750,000 (OS); few demihumans and some humanoids Resources: Foodstuffs, cloth, electrum Military: Mercenaries and humanoid forces.	N, CN, CE	The North Province has been in a losing conflict with both Bone March and Nyrond-Almor forces; and now has called upon additional aid from his cousin, Overking of the Great Kingdom.
Nyrond, Kingdom of	Ruler: Archbold III, King of Nyrond; Duke of Flinthill; Altmeister of All the Aerdi; etc. (Fighter 16) Capitol: Rel Mord (pop. 46,500) Population: 1,375,000 (Os); sylvan elves, gnomes, halflings, few humanoids Resources: Foodstuffs, cloth, copper, silver, gems (I, II) Military: In addition to human militia forces, Nyrond has special demihuman scouting troops. Nyrondal heavy cavalry and armored footmen comprise the majority of the realm's standing army, with lesser numbers of bowmen and light hillman infantry as support. In time of need, pacts call for support from Urnst (County and Duchy) et al.	LG, LN. NG, CG	Nyrondal contingents assist Urnst and the Pale against the Bandit Kingdoms, and a squadron of their warships sails Relmor Bay and the Sea of Gearnat in support of the Iron League. Strong garrisons of the Nyrondese Army are stationed in strategic positions to move to the aid of either Almor or the Pale in time of need. Nyrond and Almor both lend monetary and military support to the Iron League.

Nation or Territory	Ruler, Capitol, and Population	Alignments	Diplomatic Relations
Onnwal, Free State of	Ruler: Ewerd Destron, Szek of Onnwal (Fighter 12) Capitol: Scant (pop. 4,700) Population: 40,000 (Os); dwarves (2,000) and no humanoids Resources: Platinum, gems (III) Military: The major port of Scant is exceptionally well fortified against sea raids. Other than a small force of regulars and her marines, Onnwal relies upon levies in time of war.	LG, LN	Iron League Member. While never invaded, Onnwal is subject to periodic sea raids from the Herzog of the South Province's squadrons.
Pale, Theocracy of the	Ruler: Ogon Tillit, the Theocrat and Supreme Prelate of the Pale (Cleric 14 of Pholtus) Capitol: Wintershiven (pop. 21,500) Population: 250,000 (OF); some demihumans and few humanoids Resources: Foodstuffs, copper, gems (IV) Military: A balanced force of horse and foot numbering over 4,000 guards the borders of the realm, while levies numbering more than 10,000 can be raised in a week.	LG, LN	Barbarian, humanoid, and bandit raiders plague the Theocracy, but Prelatal troops are tough and efficient and capable of handling most problems of this nature. Nyrond lends aid to the Pale.
Perrenland, Concatenated Cantons of	Ruler: Franz, Voormann of All Perrenland (Ranger 15); clanhold leaders (hetmen, voormann, etc.) Capitol: Schwartzenbruin (pop. 25,000+) Population: 200,000 (OF); some demihumans and humanoids Resources: Copper, mercenaries Military: Perrenland is always careful to maintain strict watch on all frontiers. Bodies of superb militia can be raised in but a single day to support the permanent garrisons which are quite small. A small squadron of warships suffices to assure the nation of maintaining Lake Quag as its own private domain. These vessels are also used as escorts for merchant barges and cogs traveling down-river. Perrenland's chief export is her well-trained mercenary bands. Such forces are typically made up of pikemen (30%) and pole armed mountaineers (20%), with lowland crossbowmen (30%) and other infantry (10%) armed with battleaxe, flail, etc. rounding out the infantry contingent; the remaining 10% is cavalry. Half of the horse is heavy, coming mainly from the Schwartzenbruin area, while the remainder is medium, bow armed cavalry from the Clatspur region. Perrenlander mercenaries will be found in armies fielded by Veluna, Furyondy, and Bissel. Even Ket has used them in a dispute with Tusmit.	LG, LN, N	Perrenland maintains good trade relations with the Baklunish states, Veluna-Furyondy, and the nomad tribes to its north. Although Perrenland does not claim the valley of the Quagflow River below the Clatspur Range, the High Elves from that region will often be seen in service with a band of Perrenlanders. Such forces serve as scouts and light infantry and are bow armed; such an addition is typically equal to 10% of the human force.
Plains of the Paynims	Ruler: Various nomadic leaders (amir, khan, ilkhan, orakhan, etc.) Capitol: None; nomadic tribes Population: 500,000+ (Bo); no demihumans or humanoids Resources: Unknown Military: These horsed nomads are poorly armored but very mobile troops. The most lightly protected wield short, powerful horn bows and light curved swords, while the remainder (20% to 30%) employ light lance and mace or flail. Little else is known. The western states such as Ket, Tusmit, and Ekbir will often employ forces of mercenary Paynim nomads against each other or other marauding nomads.	All (CN, N)	The plainsmen raid into Ket, Tusmit, Ull, and Zeif but also trade with these neighbors.
Pomarj	Ruler: Several petty leaders Capitol: Various strongholds (e.g. Blue, Highport, Stoneheim, Suderham) Population: 20,000+ (SO); no demihumans and many humanoids (15,000 orcs, 10,000 goblins, etc.) Resources: Silver, electrum, gold, gems (I, II) Military: Humanoid forces and mercenaries purchased with plundered gold from Stoneheim.	CE	The humanoids have not often dared to cross into Ulek, but their raiders cause much trouble in the Wild Coast. Forces out of the Principality of Ulek have made several unsuccessful forays into these lands.

Nation or Territory	Ruler, Capitol, and Population	Alignments	Diplomatic Relations
Ratik, Archbarony of	Ruler: Lexnol, Lord Baron of Ratik (Ranger 13) Capitol: Marner (pop. 3,240) Population: 35,000 (Sof); mountain dwarves (8,000+), gnomes (3,000+), many humanoids Resources: Shipbuilding supplies, furs, gold, gems (IV) Military: The isolated barony is as a fief palatine. The Baron's forces can defend Ratik but are not strong enough to dislodge the humanoids from the mountains or the plain to the south. The baronial levies consist of schiltrons of spearmen and a small force of light cavalry. Large dwarven contingents are available in time of need, as are several companies of sturdy gnomes. A force of men-at-arms, crossbowmen, and mounted sergeants comprises the regular army of Ratik, with bow armed woodsmen patrolling the north and sling-equipped hill-runners watching the southern borders.	N, CN, CE	Humanoids out of the Griff Mountains and Bone March threaten these lands, as do Cruski, Fruztii, and Schnai raiders. Fortunately, the dwarves and gnomes of the region are stalwart allies to the Lord Baron.
Rel Astra, City of	Ruler: Drax (Assassin 6 – Magic-user 9) Capitol: Rel Astra (pop. 63,900) Population: 90,000 (Os; very few demihumans and some humanoids Military: The Constable Mayor fields a strong force of cavalry and foot, as well as a squadron of warships. His horse units have a nucleus of nobles and knights numbering about 100, and their esquires and sergeants add some 400 medium cavalry: light horse contingents round the number to a full 1,000. There are an equal number of men-at-arms, about half of whom are crossbowmen. Levies and militia numbering 1,000 horse and 6,000 foot can be called up from Rel Astra, Ountsy, and the surrounding lands on short notice. Recently the Rel Astrans have employed mixed human and orcish scouting bands as light troops in the Grandwood and similar groups on the Lone Heath.	LN, LE, NE, N	The Aerdian nobles who hold this hereditary fief desperately seek close ties with Medegia and the Sea Barons to balance the weight of the Overking's kinsmen in North and South Province. It is reported that the Overking views these machinations with ill-concealed delight, for they are seen as check and balance, as the monarch fears his own at least as much as he distrusts others. In any case, the lord of Rel Astra at the same time desires to check the growth of the Censor's lands and holdings, and secret plots with the free folk of Grandwood Forest and the Herzog of the South Province are rumored.
Rovers of the Barrens	Ruler: Kishwa Dogteeth, Ataman of the Standard; Chief of the Wardogs (Barbarian 11) Capitol: None; nomadic tribes Population: 65,000? (Fbo); few demihumans and numerous humanoids Resources: Furs, gold Military: The war dog: infantry and light cavalry. The light cavalry of these tribes ply lance and javelin, although many also use bows. Picked men use lariats to pull enemies down. Certain tribes furnish excellent medium horsemen who provide shock power. The war dogs are footmen able to run with cavalry and fight, hamstringing enemy mounts and disrupting their formations.	CN. N	These tough nomads were content enough with their herds, hunts, and occasional raids upon Furyondy, the Bandit Kingdoms, or Tenh. The growth of the bandits' power and the swelling numbers of humanoids, however, have sharply reduced the territory, numbers, and power of these clans.
Scarlet Brotherhood	Ruler: True name unknown, the Father of Obedience (Monk 14) Capitol: Unknown (a hidden city of splendor and magnificence) Population: 35,000+ (S); no demihumans and a high likelihood of humanoids Resources: Rare woods, spices, gold, gems (I, III, IV) Military: The Brotherhood is tripartite, according to tales told, with thieves as its lower ring, assassins next, and then the smallest and highest ring of monks as superior. The leader of the thieves is called "Elder Cousin," that of the assassins is known as "Foster Uncle" - thus other thieves are entitled "cousins" and assassins "nephews." The temple and monastery of the Scarlet Brotherhood is supposedly a fortress and walled town unto itself, guarded by soldiers, humanoid legions which are being readied for future conquest, and monsters trained to serve the Brotherhood.	LN, LE	This order is purported to espouse the cause of the Suloise as the rightful rulers of all the Flanaess, claiming superiority of that race above all others, and embracing evil as the only hope of achieving its ends. Supposedly the Scarlet Brotherhood is the fruition of these aims, and it now controls the whole of the land from the Vast Swamp to the tip of the peninsula. Brothers of the Scarlet Sign are reportedly hiding as trusted advisors or henchmen in many courts and castles in the north, spying for their master and ready to strike.

Nation or Territory	Ruler, Capitol, and Population	Alignments	Diplomatic Relations
Sea Barons	Ruler: Sencho Foy, the Lord High Admiral of Asperdi; Commander of the Sea Barons (Fighter 13); plus 3 other barons of island fiefs Capitol: Asperdi (pop. 7,100) Population: 200,000+ (SO); few demihumans or few humanoids Resources: Foodstuffs, cloth, copper Military: The Barons maintain a fleet of warships that protect their interests and patrol the waters of the Solnor Ocean and Spindrift Sound.	CN, NE, CE	The four Sea Barons swear fealty to the Overking of the Great Kingdom and serve loyally, if not with great enthusiasm. Their squadrons protect the coasts from Bellport to Pontylver, driving off the northern barbarian sea wolves, protecting the coastal sea lanes, and fighting with the ships of the Duxchan Lord whether piratical or otherwise.
Sea Princes, Hold of the	Ruler: Jeon II, Ruler of the Azure Sea; Captain of all Fleets; etc. (Fighter 17) Capitol: Monmurg (pop. 14,2000) Population: 100,000 (SOf); few demihumans and likely presence of humanoids Resources: Foodstuffs Military: The Sea Princes are the strongest sea power, but they also have a small and efficient army and are relatively peaceful traders.	N, CN	After a disastrous sea battle against allied Keoish and Ulek forces at the Battle of Jetsam Island the captains and leaders of the Sea Princes turned away from piracy and raiding, turning their sights on the exploration and settlement of the Amedio coast.
Shield Lands	Ruler: Holmer, Earl of Walworth; Knight Commander of the Shield Lands (Cleric 7 of Heironeous - Fighter 10) Capitol: Admundfort (pop. 21,300) Population: 65,000 (Os); few demihumans or humanoids Resources: Foodstuffs Military: Naval forces patrol the northern waters of the Nyr Dyv. The Shield Lands has no standing army as such. Each of the noble families supports their own retinue of men-at-arms and knights, who are responsible for maintaining law and order, and for defending the fief in times of strife. Each noble maintains a force of between 20-100 soldiers as well as several knights. Many nobles also maintain local militias in their lands which can be raised in times of need. In times of need the local militias become the backbone of the Shield Lands army. All told the Shield Lands can assemble an army of approximately 2,000 militiamen in times of need, which is then augmented by units of conscripted peasant levies (up to 4,000 such troops may be raised in these lands). The nobles' men-at-arms provide the heavy infantry while the nobles and knights form the bulk of the cavalry. It takes time for the various Lords to assemble their troops, raise militias, and conscript peasant armies. The Knights of the Holy Shielding therefore are sworn to be ready at short notice to serve as a vanguard for the army.	LG, NG, N	The Shield Lands enjoys friendly relations with many nearby nations. However, the Shield Lands are menaced by the northern nations of the Horned Society and the Bandit Kingdoms. The Shield Lands maintains friendly but cordial relations with Furyondy. Although the Shield Lands gained their independence from Furyondy during the fourth century the Shield Landers have always been wary of their former overlords; many nobles believing that Furyondy would try to reclaim the lands one day.
Snow Barbarians	Ruler: Orvung, King of the Schnai (Barbarian 16) Capitol: Soull (pop. 5,400) Population: 90,000+ (S); some demihumans and many humanoids in the Corusk Mountains Resources: Copper, gems (I, II) Military: Militias and household troops (axes, broadsword, longswords, shortsword, and spears). The Schnai can call upon aid from their vassals, the Frost and Ice Barbarians.	CN	For a time, the Frost Barbarians were under the thumb of the King of the Schnai, but the Fruztii are now free except in pledge. This has not affected general concord with either neighbor, as all three consider the Great Kingdom and the Sea Barons as their most natural source of easy loot and profit. Although fighting invading humanoids has become a national pastime, there are sufficient men left to man the longships when campaigning season in the south is at hand. It is rumored that the Baron of Ratik has sent messages to the King of the Schnai proposing four-way cooperation to take the Hold of Stonefist and the Bone March.

Nation or Territory	Ruler, Capitol, and Population	Alignments	Diplomatic Relations
South Province	Ruler: Chelor, the Herzog of the South Province; Fasstal of Ahlissa, Idee and Sunndi; Overlord of Onnwal (Thief 5 – Fighter 11) Capitol: Zelradton (pop. 7,000) Population: 400,000 (Os); no demihumans and few humanoids Resources: Foodstuffs, silver Military: While native troops, except for those of the petty nobles and gentry serving the Herzog, are unreliable at best, the heavy cavalry is highly effective and mercenary men-at-arms, exceptionally well-armed and equipped, make the Army of the South formidable.	CE, NE, N	The ruler of South Province, a cousin of the Overking in Rauxes, is in disfavor. All previous attempts to regain the lost portions of the fief have been turned back in defeat. The Herzog has stated the intent to stake his entire personal fortune on a last attempt to break the Iron League. At the present time the holding extends only to the fief of Ahlissa and the central lands always retained by the Herzog, the territory around Hexpools and the Thelly River (and portions of this are even claimed by the Censor of Medegia who seeks to take advantage of the Herzog's disgrace). If the viceroy carries through with his vow, a major war can be anticipated soon. If it does erupt, it is certain that Nyrond and Almor will move to support the Iron League - comprised of Idee, Irongate, Onnwal, and Sunndi (q.v.).
Spindrift Isles	Ruler: The Councils of Five and Seven (true names unknown) Capitol: Lo Reltarma (Lendore Isle) (pop. 10,000) Population: 30,000 (So); many high elves on the north island, 1,500+ high elves on Lendore Isle; many humanoids (mainly orcs and kobolds) on Lendore Isle Resources: Unknown Military: Unknown. There are no reported towns or villages in the northern islands and seclusion is all these demihumans seem to require.	LN, N, CN	The Spindrifts are known to be divided into two parts, the northern islands of the high elves, and the single southern Lendore Isle. The three northern islands are supposedly overseen by five elven wizards supported by numerous elven lords and half-elven clergy. Ships from the Lordship of the Isles as well as from the Sea Barons who have ventured there have yet to return! Lendore Isle, on the other hand, has much trade with the continent and pays, through the Council of Seven of Lo Reltarma, a liberal sum to both the Lordship of the Isles and the Sea Barons to pass without incident.
Sterich, Earldom of	Ruler: Querchard, Earl of Sterich (Bard 16) Capitol: Istivin (pop. 5,000) Population: 40,000 (OFS); mountain dwarves (4,000), gnomes, halflings; some humanoids in the surrounding mountains (Crystalmist, Stark, and Jotens) Resources: Silver, electrum, gold, gems (II, III) Military: Levy troops (crossbows, halberds, and medium horse) stand watch in the west. In time of need a large contingent of the renowned light cavalry and sword-armed light infantry of the earldom can be mustered, as well as companies of stout heavy dwarvish infantry from the Crystalmists. These forces are sent to the aid of Keoland's king when needed.	NG, N, CG, CN	The Earl of Sterich is a nominal vassal of the King of Keoland. The Sterish are loyal to their Earl and the King of Keoland alike. A good portion of the levies of Sterich must always remain on guard to the west, however, for many humanoids, giants, and even worse monsters tend to follow the headwaters of the Davish River down into the fertile low country to loot and pillage. The halberdiers and medium horse of Sterich are thus seldom seen outside their native land. The Earl maintains good relations with the Grand Duchy of Geoff (being of the same bloodline as the Grand Duke, this is not too surprising), and some trade is carried on with the Yeomanry via the Javan River.

Nation or Territory	**Ruler, Capitol, and Population**	**Alignments**	**Diplomatic Relations**
Stonefist, Hold of	Ruler: Sevvord Redbeard, Master of the Hold (Fighter 18) Capitol: Vlekstaad (pop. 2,100) Population: 60,000+ (Fso); no demihumans and some humanoids Resources: Furs, ivory, silver, gems (I) Military: War and raiding bands under the rule of various chieftains and sub-chiefs. About 30% or so of the population of the Hold dwell in permanent settlements, and from these people are drawn the bulk of the footmen. Most of the balance of the population are semi-nomadic, moving into the northern tundra in the summer, and migrating south in the fall. From these people come the horsemen and light infantry of the "Fists."	N, CE	Raiders from the Hold often strike into the lands of The Rovers of the Barrens, Tenh, the Frost Barbarians, and even the Bandit Kingdoms. They, in turn, are raided by Fruztii and Cruski raiders.
Sunndi, County of	Ruler: Hazendel, Count of Sunndi; Olven steward of the South (Cleric of Corellon Larethian/Fighter/Magic-user 7) Capitol: Pitchfield (pop. 3,600) Population: 60,000 (Os); gray elves (7,000), mountain dwarves (3,000+), gnomes (2,000+); some humanoids, particularly in the Vast Swamp Resources: Electrum, platinum, gems (II, IV) Military: Sunnd troops are always in arms - human and dwarven contingents in the Glorioles, human and gnome companies guarding the eastern hills, human and elven foresters ranging the northern woodlands. The Sunnd hill men employ slings and morningstars, while the men of the interior prefer crossbows and bardiches. Except for the nobles and their equerries, Sunnd horse is medium or light, and not numerous in any event for they rely upon their confederates to the west (Idee) to provide cavalry.	LN, NG, N, CG	Iron League member. There are numbers of very unpleasant creatures dwelling within the Vast Swamp that threaten the people of Sunndi. The county benefits both from its natural resources (including agriculture) and from trade - overland with Idee, by sea with Duxchan. It is threatened continually, however, from the north by the Herzog's legions, from the east by the forces of the Holy Censor of Medegia, and by the Sea Barons along its coasts.
Tenh, Duchy of	Ruler: Ehyeh, Duke of Tenh (Fighter 12) Capitol: Nevond Nevnend (pop. 23,800) Population: 200,000 (Fo); some demihumans and numerous humanoids in the mountains Resources: Foodstuffs, platinum Military: Tenh medium cavalry is of excellent repute, as are its sturdy footmen, armed with shortbow and pole arms.	LN	This realm has retained its freedom and independence down to this day, although it is continually troubled by bandits from the west, raiders from the north, marauding humanoids, and border clashes with the Theocracy of the Pale.
Tiger Nomads	Ruler: Cligir, Ilkhan of the Chakyik Hordes (Barbarian 11 – Illusionist 3) Capitol: Yecha (pop. 3,800) Population: 75,000 (Bof); few humanoids, few humanoids Resources: Furs, silver, gems (I) Military: Tiger nomads move about on horseback, with carts carrying tents and other possessions. Their main force consists of light cavalry armed with horn bows and lances. There is a small percentage of better-protected cavalry which is comparable to medium. Infantry never accompanies a tuman (horde) on the march, except if the whole people is moving. Small garrison forces of footmen are stationed in permanent settlements such as Yecha.	CN, N, CE	Because of their proximity to more civilized states, these nomads have established a few towns and villages, mine silver and gems, and conduct a fair amount of trade with both Ekbir and Perrenland. Naturally, they likewise raid both places and war continually with the tribes of the Burneal and their cousins to the east, the Wolf Nomads.
Tusmit	Ruler: Jadhim-oremm, Pasha of Tusmit (Fighter 15) Capitol: Sefmur (pop. 18,500) Population: 150,000 (Bo); few demihumans or humanoids Resources: Foodstuffs, silver, gold Military: It is said that the Pasha plans to hire both Perrender and Ull mercenaries to resolve its brewing hostility with Ekbir. The soldiery of Tusmit is similar to that of Ekbir in most respects (light and medium cavalry, with a standing army of 3,500 soldiers, including 1,000 heavy infantry).	LN, N	The state of Tusmit is maintained through the crafty playing off of one neighbor against the other - Ekbir against Zeif, Zeif against Paynim nomads, Paynims against Ket, and so forth. By such careful diplomacy, Tusmit maintains her rich holdings south of the Tuflik and avoids costly warfare of an open nature. Of course, her forces are engaged in frequent border clashes with Ekbir and Ket, as well as skirmishes with raiding tumans of Paynim horsemen. The Pasha fears absorption by Ekbir, and most of the politics he engages in reflect this.

Nation or Territory	Ruler, Capitol, and Population	Alignments	Diplomatic Relations
Ulek, County of	Ruler: Lewenn, Count Palatine of Ulek (Druid 13) Capitol: Jurnre (pop. 10,900) Population: 25,000 (OFS); gnomes (5,000), halflings (4,000), other demihumans; and no humanoids Resources: Foodstuffs, copper, silver, gems (I, II) Military: Its troops are mixed human and demihuman companies. Cavalry is solely human, as are the heavy infantry. Lighter infantry and missile troops are typically gnome and halfling companies.	LG, NG, CG, N, CN	The County Palatine is on good terms with its neighbors north and south as well as its former suzerain, the Kingdom of Keoland. Since the humanoid tribes have been driven out of the Lortmils, the land has enjoyed considerable prosperity.
Ulek, Duchy of	Ruler: Grenowin, Duke of Ulek (Fighter 7 – Magic-user 11) Capitol: Tringlee (pop. 13,800) Population: 15,000+ (Sfo), including many half-elves; high elves (12,000), sylvan elves (4,000), gnomes; no humanoids Resources: Foodstuffs, cloth, electrum, gems (I, II) Military: There is a standing force of some 1,000 men and elves serving the Duke. This force consists of a small troop of heavy cavalry, another of medium, and a body of elvish light. The balance (60%) consists of crossbowmen, hill men, and elvish archers. In time of need levies of men, elves, and gnomes can be raised speedily.	NG, CG, N	After gaining independent status, these peoples were quick to make treaties of mutual aid with Celene and the lower Ulek states. While they do not love the Keoish, they do not bear them enmity, and normal relations and trade exist between the Duchy and the Gran March and Keoland. Most traffic, however, passes through the mountains to Celene and the gnomes of the Kron Hills.
Ulek, Principality of	Ruler: Olinstaad Corond, Prince of Ulek; Lord of the Peaks of Haven (Fighter/Thief 10) Capitol: Gryrax (pop. 17,200) Population: 30,000+ (SO); dwarves (18,000), mountain dwarves (9,000), gnomes, halflings (particularly stouts); no humanoids Resources: Foodstuffs, silver, gems (II, IV) Military: The human inhabitants also make up the entire cavalry force of the realm and provide a small portion of regular men-at-arms. Most of the infantry is dwarven, of course, with small contingents of gnomes, and a body of halfling scouts.	LG, NG, N	The prince is on very good terms with the Count of Ulek and trades with Keoland and the Sea Princes as well. The Pomarj stands as a constant threat to Ulek's east.
Ull	Ruler: Draske, the Orakhon of Ull (Fighter 13) Capitol: Ulakand (pop. 6,000) Population: 100,000+ (Bo); no demihumans and some humanoids in the Barrier Peaks Resources: Silver, gems (III) Military: The numbers of the Ull enable them to field a strong force of cavalry and still protect their town and villages with tough infantry. The latter use huge bows, strange pole arms, and great maces.	CN, CE, N	As traders, the Ull are crafty and sly. They are fierce, warlike, and highly unpredictable otherwise. They raid into Zeif and Tusmit but avoid open conflict with these powerful neighbors.
Urnst, County of	Ruler: Lorgan, Count of Urnst (Fighter 16); the lands are currently under the rule of Countess Belissica (Magic-User 9) due to Lorgan's ill health Capitol: Radigast City (pop. 39,100) Population: 200,000 (OFs); Halflings (3,000), few demihumans and humanoids Resources: Foodstuffs, cloth, gold Military: The county maintains a small but efficient squadron of warships on the Nyr Dyv. An army of some 2,000 horse and foot garrisons the key strongholds, and noble levies can raise 10 times that number of troops in a week or two.	LG, NG, N	The county is allied to and under the protection of the Duchy of Urnst, but its ruler is by no means subservient to the duke (who is seeking to marry his eldest son to the Countess and thus permanently unite the lands into one realm).
Urnst, Duchy of	Ruler: Karll, Duke of Urnst; Warden of the Abbor-Alz (Ranger 12) Capitol: Leukish (pop. 20,900) Population: 200,000 (Oeridian, Suel); halflings (5,000), gnomes (3,000), dwarves (3,000); few humanoids Resources: Foodstuffs, silver, electrum, gold, platinum, gems (I-IV) Military: The Duke has developed an excellent army of borderers while maintaining a centrally located force of cavalry.	LG, NG, N	The duchy's wealth has been desired by the kingdoms of Aerdy and Nyrond, and the Duke still distrusts Nyrond. Urnst has plenty of other problems of a continuing nature - its Cairn Hills border with Greyhawk, the Abbor-Alz frontier which has desert nomad raiders, and difficulties with the lake men of the Nyr Dyv.
Valley of the Mage	Ruler: Unknown, Mage of the Valley and Laird of the Domain (Magic-user 20+) Population: 10,000? (OBf); valley elves and gnomes; it is unknown whether there are humanoids in these mysterious lands Resources: Unknown Military: Troops are sometimes seen near the verges of Dim Forest, and that mysterious groups sometimes journey in the direction of this place.	LN, N, CN	Entrance to this domain is forbidden except by express invitation from its laird. An expedition from Gran March into these lands never returned.

Nation or Territory	**Ruler, Capitol, and Population**	**Alignments**	**Diplomatic Relations**
Veluna, Archclericy of	Ruler: Hazen, Canon of Veluna; Shepherd of the Faithful (Cleric 19 of Rao); with a council of eight nobles; including the Viscount of Verbobonc and Plar (secular leader) of Veluna. Capitol: Mitrik (pop. 12,600) Population: 250,000 (Osf); high elves (10,000), gnomes (7,000), and other demihumans; few humanoids Resources: Foodstuffs, copper, silver, gold Military: Veluna fields a regular army which has a small core of heavy cavalry, large troops of medium horse, and scouts which are light cavalry. The bulk of her infantry are pikemen, with gnomish support and elven archers.	LG, LN, NG	The Archclericy aids Bissel, Highfolk, and the gnomes of the Kron Hills. She is on very close terms with Furyondy (q.v.). The semi-independent Viscount of Verbobonc is a willing vassal of the state. Veluna faces humanoid raids out of the Yatil Mountains and stands with Furyondy against the growing threat of Iuz and the Horned Society.
Verbobonc, Viscounty and Town of	Ruler: Wilfrick, Viscount of Verbobonc (Fighter 10) Capitol: Verbobonc (pop. 11,600) Population: 35,000 (Ofs); gnomes (4,000), sylvan elves (2,500); few humanoids Resources: Copper, gems (I-IV) Military: The Right Worshipful Mayor of the town can call up trained levies, and the Viscount has a force of retainers and militia at-the-ready. Gnomish troops have come to the aid of Verbobonc in the past.	LG, NG, N	Verbobonc is a loyal vassal to Veluna and on good terms with Furyondy. Mining of the Kron Hills yields great wealth in gemstones. Trade with gnomish clans of the Kron Hills is steady.
Wild Coast	Ruler: Various petty rulers Capitol: None; 5 major towns: Safeton (4,600), Narwell (2,900), Fax (6,700), Badwall (5,200), Elredd (8,400) Population: 150,000+ (SOf); many demihumans and humanoids Resources: None that are outstanding Military: The racially mixed peoples are well known as mercenaries and adventurers. Local militias and mercenary groups act in the defense of the Wild Coast. Safeton, Fax, and Elredd maintain a small fleet of ships that patrol Woolly Bay. These act as customs vessels and are of little consequence militarily.	Any (CG, N, CN, CE)	The Wild Coast remains a free territory comprised of petty nobles, robber barons, guild-held towns, fishing and forest villages, freebooters, mercenaries, and displaced persons of all sorts. This is due to the remote and isolated position it holds, its lack of resources, and the fact that it has never been a desirable position strategically. Since the Pomarj has been in the control of rapacious humanoids, the southern portions of the Wild Coast have been less than wholesome in any event, and expeditions into the Suss Forest have not been attempted of late for obvious reasons.
Wolf Nomads	Ruler: Bargru, Tarkhan of all the Wegwiur; Commander of the Relentless Horde (Barbarian 12 – Illusionist 5) Capitol: Eru-Tovar (pop. 4,000) Population: 80,000 (BOf); few demihumans or humanoids Resources: Furs, copper Military: Wolf nomads move about on horseback, with carts carrying tents and other possessions. Their main force consists of light cavalry armed with horn bows and lances. There is a small percentage of better-protected cavalry which is comparable to medium. Infantry never accompanies a horde on the march, except if the whole people is moving. Small garrison forces of footmen are stationed in permanent settlements such as Eru-Tovar.	CN, N	Much as their western kin have done, the Wolf Nomads have assumed a few civilized characteristics, in that they have a permanent capital and carry on trade with Perrenland. With the rebirth of Iuz, the Wolf Nomads no longer seek to gain lands held by the Rovers of the Barrens and are themselves subject to raids from humanoids and humans from Iuz. These Nomads are not daunted by these forays, however, and have given as good as they've gotten. Having lost their favorite foemen, the Wolves of the Prairies fight with the Tiger nomads or raid southward for sport.

Nation or Territory	Ruler, Capitol, and Population	Alignments	Diplomatic Relations
Yeomanry, The	Ruler: Crispin Redwell, Spokesman for the Yeomanry League (Fighter 10 – Cleric 5 of Saint Cuthbert) Capitol: Loftwik (pop. 6,000) Population: 100,000 (SOf); high elves (2,00), dwarves, halflings, few humanoids (many in the Joten and Crystalmist Mountains, and Tors) Resources: Foodstuffs, cloth, silver, gems (III) Military: The soldiers of the Yeomanry are mostly spearmen and crossbowmen. The mountaineers provide heavy, pole armed troops and light stingers. The greater freeholders furnish the small cavalry contingents. The commanders of these forces are the Free Captains of the Battles. Demihumans are enlisted in time of need, for they too are electors of the land. Elvish spear and bow units, dwarvish mailed foot, and halfling light troops are brought to the field when the army of the Yeomanry sallies forth.	LG, LN	The Yeomanry is on good terms with their former lord, the King of Keoland and conduct trade with those lands as well as the Hold of the Sea Princes. Trade with Sterich is conducted via the Javan River.
Zeif, Sultanate of	Ruler: Murad, Sultan of Zeif (Fighter 13 – Thief 4) Capitol: Zeif (pop. 40,300) Population: 200,000 (B); few humanoids, few humanoids Resources: Foodstuffs, cloth, copper Military: The army of Zeif is said to be comprised mainly of superb mailed cavalry and huge footmen armed with two-handed swords. It is likely that numbers of mercenary Paynim horsemen are also enlisted in its ranks.	LN, N	Zeif is supposed to have territorial designs upon both Ekbir and Tusmit, but this is not certain.

SETTLEMENT POPULATIONS

To determine the number of total inhabitants of any settlement, use the following table:

Settlement	Map Symbol	Population
Thorp, dorf	○	20-100
Hamlet	●	100-500
Village, wych	☼	500-1,00
Town	◉◎	1,000-7,500
City	❂✪	7,500-50,000 or more

Figures show total human population. Multiply by 20% to determine the number of males fit to bear arms, multiply by 10% to get the number of males in prime condition and suitable for man-at-arms status. All figures show only inhabitants and do not include any garrisons. Only towns and cities are indicated on the map of the Flanaess.

Most settlements in Greyhawk are villages clustered around a larger town or city. Farming villages supply the town or city population with food in exchange for goods the farmers can't produce themselves. Towns and cities are the seats of the nobles who govern the surrounding area, and who carry the responsibility for defending the villages from attack. Occasionally, a local lord or lady lives in a keep or fortress with no nearby town or city.

Village

Population: Up to about 1,000
Government: A noble (usually not a resident) rules the village, with an appointed agent (a reeve) in residence to adjudicate disputes and collect taxes.
Defense: The reeve might have a small force of soldiers. Otherwise, the village relies on a citizen militia.
Commerce: Basic supplies are readily available, possibly from an inn or a trading post. Other goods are available from traveling merchants.
Organizations: A village might contain one or two temples or shrines, but few or no other organizations.

Most settlements are agricultural villages, supporting themselves and nearby towns or cities with crops and meat. Villagers produce food in one way or another - if not by tending the crops, then supporting those who do by shoeing horses, weaving clothes, milling grain, and the like. The goods they produce feed their families and supply trade with nearby settlements.

A village's population is dispersed around a large area of land. Farmers live on their land, which spreads them widely around the village center. At the heart of the village, a handful of structures cluster together: a well, a marketplace, a small temple or two, a gathering place, and perhaps an inn for travelers.

Town

Population: Up to about 7,500
Government: A resident noble rules and appoints a lord mayor to oversee administration. An elected town council represents the interests of the middle class.
Defense: The noble commands a sizable army of professional soldiers, as well as personal bodyguards.
Commerce: Basic supplies are readily available, though exotic goods and services are harder to find. Inns and taverns support travelers.
Organizations: The town contains several temples, as well as various merchant guilds and other organizations.

Towns are major trade centers, situated where important industries and reliable trade routes enabled the population to grow. These settlements rely on commerce. The import of raw materials and food from surrounding villages, and the export of crafted items to those villages, as well as to other towns and cities.

A town's population is more diverse than that of most villages. Towns arise where roads intersect waterways, at the meeting of major land trade routes, around strategic defensive locations, or near significant mines or similar natural resources.

City

Population: Up to about 50,000
Government: A resident noble presides, with several other nobles sharing responsibility for surrounding areas and government functions. One such noble is the lord mayor, who oversees the city administration. An elected city council represents the middle class and might hold more actual power than the lord mayor. Other groups serve as important power centers as well.
Defense: The city supports an army of professional soldiers, guards, and town watch. Each noble in residence maintains a small force of personal bodyguards.
Commerce: Almost any goods or services are readily available. Many inns and taverns support travelers.
Organizations: A multitude of temples, guilds, and other organizations, some of which hold significant power in city affairs, can be found within the city's walls.

Cities are cradles of civilization. Their larger populations require considerable support from both surrounding villages and trade routes, so they're rare. Cities typically thrive in areas where large expanses of fertile, arable land surround a location accessible to trade, almost always on a navigable waterway. Cities almost always have walls, and the stages of a city's growth are easily identified by the expansion of the walls beyond the central core. These internal walls naturally divide the city into wards (neighborhoods defined by specific features), which have their own representatives on the city council and their own noble administrators.

Cities that hold more than twenty-five thousand people are extremely rare. Metropolises such as the Free City of Greyhawk stand as vital beacons of civilization.

RATES OF TRAVEL

Terrain	Afoot, Fast ●	Afoot, Normal	Afoot, Slow ○	Horsed ●	Cart/Wagon ●	Camel ●
Road	30	24	18	60	30	45
Track[1]	30	24	18	45	18	30
Grassland	30	24	18	45	18	45
Hills	18	15	12	45	12	30
Forest[2]	18	15	12	36	-	-
Barrens	15	12	9	18	-	-
Mountains	15	12	9	18	-	-
Desert	18	15	12	45	6	30
Dust	12	10	6	6	-	18
Wetlands	12	10	6	6	-	-
Jungle	12	10	6	-	-	-

● -5 to passive (Wisdom) Perception scores
○ May move with stealth
[1] Roads through hills, barrens, mountain, desert, or marsh/swamp terrain are considered as tracks.
[2] Heavy forest is treated as jungle for movement.
Note: Where no statistical information is given, it is impossible for the chronicler to estimate the data due to the lack of certain knowledge about the area.

Land

Each map hexagon is 10 leagues across (30 miles). Travel rates are given in miles per day. Horsed movement is based on riding horses carrying relatively light loads. Heavily burdened animals, draft horses, and warhorses move at the "Afoot, Fast" rate unless the horsed rate is less, in which case that is their rate of movement.

Rivers

Rivers can be swam if afoot or horsed. If carrying goods or armor, it will be necessary to build floats to cross, and this will take approximately half a day. Fords allow crossing at no penalty, as do bridges and barges. Movement up or down river in barges, boats, ships, or on rafts must be determined by the DM. As a guideline use "Afoot, Fast" on a road for oared movement upstream, "Afoot, Slow" for poled movement (raft or barge). Halve the given rate if the current is very strong. Double rates for downstream movement. Treble for sailed or oared downstream movement.

Note: Watch out for rapids, cataracts and falls when moving downstream!

Lakes

Use "Afoot, Fast" road movement as a base rate for barges and "Afoot, Slow" rafts. Merchant craft with sails move at the "Carts/Wagon" road speed. Sailing warships move at the "Horsed" road speed. Galleys move at the same rate, but they can move 3 miles further per day.

Oceans and Seas

Ships only are allowed normal movement, using lake rates given above.

Geography of the Flanaess

Bodies of Water

Azure Seas

This body of water is one of the main carriers of commerce between west and central nations. Freebooters are fairly common, and the savages inhabiting the islands of the Amedio coast practice piracy. There is a sprinkling of other pirates in the east, and the Sea Princes are not above occasional buccaneering.

Nyr Dyv (Lake of Unknown Depths)

This body of water is the largest freshwater lake known to us, although legends and tales report a veritable sea far to the west, if such stories can be believed. Much commerce plies the waters of the lake, for Nyr Dyv has many navigable inlets (Artonsamay, Veng, and Velverdyva Rivers) and outlets (the broad Nesser River, and the Selintan to a lesser extent). Its central position combines with these river routes to make it the busiest body of water in or around the Flanaess. The cities of Admundfort, Radigast, Leukish, Dyvers, and even Greyhawk rely heavily upon this mercantile shipping. Squadrons of warships move continually about its surface to keep raiders to a minimum and combat occasional predatory water creatures as well.

Nyr Dyv also is well known for the monsters which inhabit its waters. Deep beneath the surface lurk huge creatures which prey upon unwary sailors or anyone so unlucky as to fall into the water. War craft, and occasionally merchants or barge-dwelling folk, will bring back such monsters as trophies, as constant warfare upon these creatures is necessary to make the lake useful and usable.

The Rhennee: One of the most unusual features of the Lake of Unknown Depths is the people who make their home upon great barges. These folk travel about trading, fishing, and generally earning their entire livelihood upon the bounty of Nyr Dyv; for unlike Lake Quag which sometimes freezes over much of its surface, and Whyestil which is cold and unwholesome in winter, Nyr Dyv's southern shores remain relatively pleasant year long, and there these barges winter. Being both clever at barter and trade and able fighters as well, these folk are seldom molested. They are said to be skillful thieves and pirates by some, but such charges are unproven, although quite possible, and are ardently denied by the barge-dwellers. Calling themselves the Rhennee, the lake folk can be found in all waters - rivers and lakes which connect to Nyr Dyv navigable by their barges, but always returning to Nyr Dyv in winter.

A typical barge is about 12 to 18 feet wide and 30 to 45 feet long. Each has a lug sail, and the larger usually have an aft rigged gaff sail as well. They also can be propelled by sweeps and poles. Although these craft have a relatively shallow draft, the hull is deep enough to be decked over, and a small cabin usually is built just abaft of the beam. Rails are planked over for protection, and many heavy crossbow mounts are stationed along them. Some barges carry scorpions at bow and stern. Each is crewed by a "lord" who dwells with his family in the cabin, and "cousins," servitors who may or may not be related, who find living space on or below deck. A typical barge is thus home to 15 to 20 souls. All adults and able youngsters work and are trained in defense. When "camped," the barge-folk chain their vessels together; this device also is used in defense. Most barges carry a small boat for use in communications, fishing, or shuttle.

It is said that the Rhennee have developed a sophisticated communication system which uses flags in daylight, colored lanterns at night, and sometimes even smoke. Similarly, it is reported that they use a special speech whose cant is understood only by others of the Rhennee. If the Rhennee are as rich in gold, jewelry, and prized freshwater pearls as stories tell, it cannot be determined from their dwellings, dress, or habits.

Lesser Bodies of Water

Aerdi Sea

The reach of water from the Tilva Strait to the northern tip of Asperdi Island, as far west as the islands beyond Spindrift Sound, and generally demarked by the islands which border the east coast of the Flanaess is referred to as the Aerdi Sea. Much seafaring takes place upon these waters, and many monsters are found upon and under its waves. For additional information see Spindrift Sound hereafter.

Densac Gulf

It is thought that this body of water stretches for a thousand miles south between Lower Oerik and Hepmonaland. Who sails upon its waters and what lies below is not known.

Dramidj Ocean

This body of water continues far westward. Warm currents from this direction sweep past Zeif and Ekbir and turn northward. In winter this ocean is cloaked in great fog layers, and huge chunks of ice move about on its waters as if they were ghost ships.

Gearnat, Sea of

This sea is full of shipping-coming down the Nesser, crossing, or on its way to or from the Azure Sea. It is a treacherous place during both spring and autumn, when great storms sweep across and lash its surface into towering waves. Raiders from the Wild Coast, the Pomarj, and elsewhere make sailing a perilous adventure in the summer months.

Grendep Bay

This great arm of the Solnor Ocean is the favorite means of travel for the barbarians of the North when they raid the mainland. These brave sailors usually are anxious to cross southward as early in the spring as possible, however, and return late in the fall; for during the warm summer, great sea monsters are often seen sporting in the bay.

Icy Sea

The Solnor sweeps northward around the Thillonrian Peninsula and ends in the Icy Sea. These northern waters are frozen except in high summer months. The Northern barbarians sometimes take their galleys into these waters to hunt for ivory and furs and occasionally do a bit of raiding, too. Even in summer the Icy Sea can be dangerous due to thick fogs and floating mountains of ice.

Jeklea Bay

This small arm of the Azure Sea is little more than the private lake of the Sea Princes. Only their ships ply its waters, raiding into Amedio and returning laden with spoils.

Oljatt Sea

The waters to the north of Hepmonaland and east of the Duxchans is known as the Oljatt Sea. These warm, deep, blue-green depths are dangerous in the extreme, for many creatures haunt this sea. Some are large enough to carry a ship to the bottom, and vessels going into the Oljatt are said to chain themselves together and have men with pikes and bows ready to fend off the monsters.

Quag, Lake

Lake Quag is the third largest body of fresh water in the Flanaess. As the only civilized nation which borders upon it is Perrenland, it is exclusively theirs. It yields considerable food, although sometimes the fishers are themselves eaten.

Relmor Bay

The Gearnat between Nyrond and the South Province of the Great Kingdom is called Relmor Bay. Shipping from the south part of the Great Kingdom seldom makes the long journey round Onnwal through the Azure and Densac, round by the Tilva Strait and then northward up the coast, or vice versa. Therefore, the ships encountered there will be either those plying between Almor, Nyrond, or Onnwal, or will be those seeking to prey upon them - the squadron from Ahlissa based in Prymp Town, in all probability.

Solnor Ocean

It is said the Solnor reaches for a thousand leagues and more eastward. The Sea Barons have reportedly sailed eastward for some distance and returned, but these rumors have never been confirmed. Great monsters dwell in the Solnor and sport in Grendep Bay when the sun warms the waters there.

Spindrift Sound

In these waters are fought some of the fiercest sea actions, for when Sea Barons and ships of the Lord of the Isles meet, no quarter is ever asked or given. Unknown pirates and buccaneers frequent these waters also, making it a lively place indeed.

Tilva Strait

This narrow strip of water between the cockscomb of Tilva and Hepmonaland must be used by vessels sailing to or from the central waters and those of the east. This commerce is preyed upon by piratical vessels - sometimes whole fleets - so that squadrons of warships will be seen patrolling at times when important commerce is at a peak.

White Fanged Bay

The ice formations common to this body of water resemble the teeth of a predator, and thus the bay is named for the great ice-coated rocks and bergs that menace vessels attempting to land along its shores. In the summer, numbers of seals and walruses (and even odder creatures) bask along these rocky coasts, and, there, parties of hunters seek after ivory and furs. (Some say that the name of the place is based upon the long teeth taken from these creatures rather than the icicles and frozen spray.)

Whyestil Lake

The lake is bordered by Iuz, the Horned Society, Furyondy, and the Vesve Forest. Before the evil of Iuz, considerable trade used to ply Whyestil's waters, to and from Dorakaa, Crockport, and up and down the Veng from Nyr Dyv.

Only the latter traffic now exists, and even that at great peril. The Furyondians maintain a strong fleet upon the lake, but the vessels of Iuz are numerous, and the Horned Society menaces the river traffic.

Woolly Bay

The wag who named this terminus of the Sea of Gearnat and made it stick is lost to history, but the appellation is not inappropriate. The small cogs which move up and down the Wild Coast are as often pirate as merchant. Considerable traffic moves through this area, from the west and from Greyhawk.

Shipping rounds the Pomarj or Onnwal to or from the Sea of Gearnat, going east or west to or from Woolly Bay. Elredd, Fax, Safeton, and Hardby are all port towns, and most vessels can negotiate the Selintan to Greyhawk City, and the lighter craft can venture all the way to Nyr Dyv beyond. Some unscrupulous captains still put in at the humanoid-controlled town of Highport to trade.

Hills and Highlands

Abbor-Alz

The rocky hills which run east and west between the Nesser River and Woolly Bay are known as the Abbor-Alz. The northern verges of the hills are relatively safe, and these are claimed by the Duchy of Urnst, as are those softer highlands which are covered by the Celadon Forest. The central and southern portions are very arid, however, and wild tribesmen dwelling within these hills turn back all intruders - if they manage to return at all.

These hills are so rough and precipitous as to preclude mounted movement or even the passage of organized bodies of soldiers, so no aggression has proven successful in clearing these tall heights. Occasional adventurers will return with tales of having prospected within these hills, stories of encounters with the natives, monsters, and the like, but most cannot be believed. There certainly are riches within the Abbor-Alz, however, for Urnst has productive mines in that part which is held by the Duchy.

How far the hills continue into the Bright Desert is unknown. The peoples dwelling in and beyond the Abbor-Alz are as unfriendly as the highland tribesmen.

Cairn Hills

The northward-thrusting arm of the Abbor-Alz (q.v.) is known as the Cairn Hills. These hills surround Midbay on Nyr Dyv and form the borderland between territory claimed by Greyhawk City and that of the Duchy of Urnst. Several thousand gnomes dwell in the central portion of the Cairn Hills, halflings enjoy its lower northern slopes, while many dwarvenfolk live in the area where it meets the Abbor-Alz and the hills become young mountains.

In the hinterland below Nyr Dyv's Midbay, where the hills are very rugged, there have been strange burial sites discovered from time to time. These rich finds are of a people unknown even to the demihumans, evidently predating them! Discoverers returned with harrowing tales of horrid guardians, death, and worse, but carried back ingots of precious metal, gems, and other treasures as well. The discovery of these burial sites gave the hills their name, and also makes them a target for many foolhardy adventurers.

There are no settlements east of the marshes around the Upper and Lower Neen Rivers until the eastern edges of the hills are reached.

Hestmark Highlands

The Hestmark Highlands run northward up the coastline of South Province from the town of Dullstrand to the mouth of the Flanmi, branching northwestward into the Glorioles.

These hills have always been a rallying point for disaffected humans, as their remote location and rugged character have enabled their demihuman inhabitants to remain free of the rule of the Overking or his minions. Many gnomes and dwarves live in the Hestmarks, and free-spirited men have their villages amidst the shelter of these hills as well.

The area is well known for its precious metals and gems, and for this reason it is often raided by forces of the Overking who badly need the wealth thus obtained. Medegians, troops from the Herzog of South Province, and imperial soldiery alike probe these hills all too often. Its inhabitants, doughty in the beginning, have become battle-hardened veterans because of these continual skirmishes and raids, and with the men and elves of Sunndi are beginning to conduct their own forays into the lowlands beyond the Hestmarks in reprisal.

The independent town of Dullstrand (pop. 5,500) and its environs proclaims neutrality in these matters, but it is probable that secret aid is given to the insurgents in the hills. Freebooters certainly find safe haven in the town, and its forges make weapons and armor which are not seen by the Overking or his men-at-arms.

Kron Hills

It is estimated that nearly 20,000 gnomes live within the region of the Kron Hills. These heights spring eastward from the Lortmils and reach almost to Nyr Dyv. Their verge forms the southern boundary of Veluna, then stretches beside the Velverdyva for a time before peaking in the heart of the Gnarley Forest, where many sylvan elves happily roam over their crests. Their southern slopes demark the end of the Wild Coast region and are a part of the northern region of Celene.

Some dwarven enclaves exist in the Kron Hills where they butt against the Lortmils, although the number of such demihumans is not known. The gnomes of the region were instrumental in the organization of the army which drove the humanoid hordes from the Lortmils (and the Kron Hills). They likewise served with honor in the host which defeated the Horde of Elemental Evil in the battle above Verbobonc.

The Kron Hills are mined for metals, precious metals, and gems. The upper slopes are quite fertile and grow many crops in sheltered valley and glen. Quite a number of scattered enclaves of humans live in peace with the gnomes and other demihumans of the area, save in the Gnarley Forest, where the olvenfolk are isolationist.

Lesser Hills and Highlands

Blemu Hills

This chain of hills runs from a point about level with Belport southward to the town of Knurl, the Teesar Torrent cutting their eastern verge. These hills form the southeastern boundary of the Bone March. At one time they were home to certain demihuman folk, but tribes of kobolds, goblins, and orcs now infest the place.

Bluff Hills

The western terminus of the Griff Mountains slowly decreases into a series of rugged ridges and steep hills. This range separates the states of the Bandit Kingdoms from the lands of the Rovers of the Barrens. The former now occupy and claim the Bluff Hills as their territory, as they do the whole of the Fellreev Forest. The nomads to the north are too weakened to effectively dispute this move. The Bluff Hills are said to contain small deposits of copper and gold. Numerous monsters roam the area, and many ogre bands make it their home.

Drachensgrab Hills

The low mountains of the same name found in the Pomarj are surrounded by these hills. Rich in valuable minerals and gems, these hills have always been the home of many terrible beasts and monsters which had to be contended with by the humans dwelling along the lowland coasts.

Now that the area is in the hands of humanoid hordes, many of the monsters there will undoubtedly be enlisted into their ranks. Legends say that these hills hide the resting place of one or more powerful creatures who may someday return to life.

Flinty Hills

This broad and deep band of hills marks the southern end of the Rakers. The eastern shoulder, and an arm which projects southward for many leagues, define the lower boundary of Bone March and the easternmost territory of Nyrond and Almor. The portion covered by the Adri Forest (west of the Harp River) is Almorish. The area is well endowed with minerals. Numerous halflings inhabit its southern portion, while many gnomes dwell to the north. The far western span of the Flinty Hills is within the Gamboge Forest (q.v.).

Good Hills

This is a range of rolling highlands in Keoland east of Sterich and running all the way to the middle of the border with the Yeomanry, with the Javan River marking its western edge. These lands are home to many halflings and gnomes. They are also the source of considerable mineral wealth.

Gull Cliffs

The headlands which rise steeply along the coast west of the isles of the Sea Barons are known as the Gull Cliffs (or Gullcliffs) because so many sea birds nest among these hills and sea cliffs. The town of Roland nestles amongst the hills, a major port for commerce to and from Rauxes and the sea.

Headlands

The heights of the central portion of the Onnwal Peninsula are known as the Headlands. This spine runs from the city of Irongate along about half of the peninsula, forming cliffs on the Azure Sea coast. They are home to many dwarves and some gnomish groups as well.

Hollow Highlands

The north-south hill chain which divides the fiefs of Idee from Sunndi is called the Hollow Highlands due to the mining and burrowing which has taken place there for so long. Dwarves, gnomes, and halflings dwell amidst these hills. Although they are not particularly rich in minerals or gems any longer, their beauty and fertility keep this demihuman population high. The minions of the Overking do not venture into the Hollow Hills without strong forces.

Howling Hills

These hills are just below the southern edge of the Cold Marshes, a portion being divided from the main body by the Dulsi River valley. The eastern hills are now part of Iuz and undoubtedly home to all manner of hideous creatures and savage humanoid tribes who exploit their metals.

The western portion is sacred to the Wolf Nomads as a burial place, and they have stoutly defended this area from any incursion of men or humanoids from Iuz. Several large battles have reportedly taken place in and around the wedge of hills between the Blackwater and Dulsi for this very reason, and Iuz likes not such thwarting.

Iron Hills

The series of highlands reaching eastward from the city of Irongate and demarking the fiefs of Ahlissa and Idee in the west are known as the Iron Hills. Most of these hills are in the hands of the Iron League. Very high-grade ore is taken from the mines there, as are several sorts of precious metals. Dwarves and gnomes do much of this mining.

Little Hills

The Jotens turn to very high hills as they come to the Javan River valley, and these hills turn southward as if following the river course. These looming hills can be called little only in comparison to the Jotens and Crystalmists beyond, and this is evidently what was done by the yeomen who named them. Considerable numbers of demihumans dwell in the Little Hills, along with communities of men. The town of Longspear, in the foothills of the Littles, is an active trade center. The soldiers from this area are renowned for their ferocity in battle, human and demihuman alike.

Lorridges

These sharp ridges and hills are found at the northern end of the Lortmil Mountains. Some dwarves and gnomes have their dwellings and mines therein. These hills are about evenly divided between Gran March, Bissel, and Veluna. The pass between these hills and the foothills of the southern horn of the Yatil Mountains is the major entry point to eastern Flanaess. The Yatil foothills are known as the Northern Lorridges, but they belong to the Highfolk (q.v.), and their gnomish inhabitants serve the olvenfolk.

Sepia Uplands

Perrenland now claims most of the block of highlands which are the lesser heights of the Clatspur Mountain range. The Wolf Nomads hunt in the northern portion of the range, and the hills within the Vesve forest are unclaimed by any humans. Some mineral deposits are suspected to be within these hills.

Spine Ridge

The unwholesome Vast Swamp is butted on the south by a chain of rising hills which terminate on a great plateau in the center of the Tilvanot Peninsula. These hills, the Spine Ridge, are supposedly rich in precious metals and gems, but they are too dangerous for normal exploitation, being home to numerous humanoids and monsters.

Stark Mounds

The many-spurred Crystalmist Range thrusts some low mounts and high hills eastward toward the Javan River below the joining of the Realstream. These mounts and hills divide Geoff from Sterich. The Stark Mounds are probably old and weathered mountains. They end at the east bank of the Javan and are claimed mainly by Geoff. While some dwarves inhabit the steeper portion of the Stark Mounds, they are home to gnomes in the main.

Tors

The mesa-like hills which mark the terminus of the last spur of the Crystalmists are called the Tors. Bordering on the Hool Marshes, they mark the southern edge of the Yeomanry. These wild hills are a source of continual troubles for the yeomen, as they are home to many sorts of monsters and humanoid tribes.

Tusman Hills

The border between Ket and Tusmit is formed by the Tusman Hills, a series of highlands which eventually rise into the Yatils. The hill men of the Tusman Hills are renowned fighters, thus maintaining semi-independent status, and gladly serving as mercenaries for both Tusmit and Ket.

Yecha Hills

These Yatil foothills are quite rich in mineral deposits, and the Tiger Nomads have actually begun to exploit these mines. They have a permanent settlement, their capital city of Yecha, within these highlands, and numbers of their herdsmen graze flocks of sheep and goats there.

Marshes and Swamps

Cold Marshes

The vast stretches of fens and bogs north of the Howling Hills separate Blackmoor from the lands of the Wolf Nomads and the Rovers of the Barrens. Here rise the Dulsi and Opicm Rivers, both of which feed the great Whyestil Lake. There are said to be riches in the highlands to the south of the marsh, but only the very brave or extremely foolish venture near the place, for the Cold Marshes are most renowned for the vile creatures which inhabit their mires.

Vast Swamp

The vee of land which narrows to but 30 leagues in breadth above the neck of the Tilvanot Peninsula is sunken in the center and cliffed along both coasts. This cupping causes water to form into standing pools and sluggish streams and flowages. The resulting morass of water and vegetation is known as the Vast Swamp.

The upper swamps begin below the middle of the Hollow and Hestmark Highlands which flank it to west and east. The swamp runs southward for well in excess of 200 miles, being over 150 miles across at the top and funneling down to only 30 miles' breadth at the base where Spine Ridge rises. The movement of water in the Vast Swamp indicates that it gradually drains southward, but there is no known river rising from the end, so it is thought that there are underground channels through which the waters run.

Certain desperate outlaws dwell within the Vast Swamp, and there are also native humans and humanoid tribes, bullywugs in particular, found within its bounds. Ferocious predators and loathsome monsters likewise consider this their domain. The men of Sunndi, and the folk dwelling in the hills to either hand, keep constant watch to assure that these denizens of the Vast Swamp do not roam beyond its edges.

There are many tales and legends concerning this area, but the most likely is that of the lost burial place of the demi-lich, Acererak, who once ruled the morass and beyond into the cockscomb of Tilvanot.

Lesser Marshes and Swamps

Gnatmarsh

This comprises an extensive area of very treacherous wetlands which stretch along the east bank of the Nesser River from the Celadon Forest to below the joining of the Duntide. These bogs are home to many ghastly creatures and spawn myriad millions of biting insects during the summer months.

Hool Marshes

After the initial rush of the Hool River from the high lake and freshets in the Hellfurnaces, it begins to meander across the plains, and most of its length is surrounded by quaking mires and bottomless pools. This forms a natural boundary between the lands of the Yeomanry and the holdings of the Sea Princes to the south. These marshes are also home to renegade humans, humanoids, and many types of monsters.

Lone Heath

This great marsh gives rise to Mikar River east of the mighty Grandwood Forest. The area provides sanctuary to outlaw humans and demihumans fighting the evil and oppression of the Overking and his minions.

Unlike most areas of this sort, evil things fear to enter the trackless Lone Heath.

Pelisso Swamps

These unhealthy stretches along the north coast of Hepmonaland are unexplored and what dwells there is unknown.

Rushmoor (Marshes)

A long stretch of land east of the mid-Javan to the headwaters of the Sheldomar is known as the Rushmoors. This area forms part of the northern boundary of Keoland and is a part of the unclaimed region consisting of the central Dim Forest, eastern Oytwood, and the Rushmoors. Many dangerous creatures inhabit the marshes, and there are reports of humanoid bands there as well.

Troll Fens

The chill mists of the Troll Fens, located against the shoulders of the Griff Mountains and the Rakers at the head of the Yol River, cloak a place of unnamable horrors.

The Pale carefully hedges the place with watchtowers and keeps, and strong patrols constantly ride the verges of the southern end of the Troll Fens to watch for unwelcome visits from the monsters and humanoid bands dwelling within. As its name implies, the fens are infested with particularly huge and vicious trolls in numbers.

Mountain Ranges

Corusk Mountains

The Corusks form a bow, the backbone of the Thillonrian Peninsula which runs from the Solnor Ocean in the east, north and west and then southwest where the range terminates (Hraak Pass). While the lower parts of the mountains are inhabited by humans, various bands of evil humanoids and monsters of all sorts dwell in the central fastness. It is thought that this range possesses little in the way of valuable ores or gems.

Crystalmist Mountains

The Crystalmist range is the highest on the Flanaess. It begins where the Ulsprue and the Barrier Peaks join and runs southeast to the Hellfurnaces. Beyond these mountains to the west is the Dry Steppes area, while several small states nestle against its eastern slopes where arms are thrust northward and eastward.

Amidst the high peaks and weird valleys of the Crystalmists dwell many and varied monsters, tribes of humanoids, and many giants, ogres, and the like. Despite this fact, men often enter the range in search of precious metals and gems, for exceptionally bold and sturdy mountain dwarves also reside amidst these mountains. A great glacier in the middle of the range gives rise to the Davish River (which flows through Sterich to join the Javan).

Griff Mountains

As the name implies, the peaks of these mountains are the habitat of many monstrous creatures. The Griff range extends from the western terminus of the Corusks at Hraak Pass, southwest and west for over 100 leagues.

These mountains divide the Hold of Stonefist from the Duchy of Tenh and the Theocracy of the Pale below. Being only a trifle lower than the Corusks, the Griff Mountains are similarly uninviting to human settlement, although there are some sprinkled here and there, for these mountains do contain valuable mineral deposits.

There is supposedly a small and beautiful land in the heart of this range. Ruled by a powerful prince, and protected from all invasions by magic and might, this tiny realm is said to have buildings roofed in copper and silver, gold used as lead is elsewhere, and jewels lying about on the ground.

Hellfurnaces

The Hellfurnaces range is part of the Crystalmist Mountain range, but it is active volcanically in many places, and thus its different name. As with the northern part of the chain, the Hellfurnaces are a hive of evil, being populated with all sorts of monsters, particularly those which enjoy warmer temperatures, such as fire giants.

There are reported to be whole labyrinths of passages under this range of mountains, these underworld highways actually going for scores, possibly hundreds, of miles in all directions.

Yatil Mountains

These mountains are clustered thickly for many leagues west and south of Lake Quag. They, along with the Barrier Peaks, divide the Baklunish portion of the continent from the rest - save in the north where western nomads have pushed across the top and beyond. These mountains form the boundaries of Ekbir, Tusmit, and Ket to the west. In and along their eastern slopes are found the Concatenated Cantons of Perrenland and the territory of the olvenfolk (Highfolk).

There are numerous humanoids and monsters dwelling within this range of mountains, but there also are some hardy demihumans and mountaineers. The Yatils are quite rich in ore deposits and gems, although it is difficult to locate and mine such deposits.

Lesser Mountain Ranges

Barrier Peaks
This range stretches from the southwestern edge of Bramblewood Forest to the Crystalmists. Its terminus of northern hills is so rugged and steep as to be regarded as basically part of the mountain chain. The Valley of the Mage is hidden within the central Barriers, and their southwestern end forms the western boundary of the Grand Duchy of Geoff. These mountains are infamous for their strange inhabitants. Of course, there are some dwarves dwelling in hidden places within the Barrier range, for they have many precious minerals and gems.

Clatspur Range
This small group of mountains below the Sepia Highlands borders the Vesve Forest on the west and funnels the southern portion of Lake Quag. These peaks have some valuable minerals, and Perrenlanders dwell in small villages in the lower ranges and valleys. There are few demihumans found in the Clatspurs proper.

Drachensgrab (Mountains)
The small Drachensgrab mounts are highlighted by several towering peaks which thrust up from their center. The whole area is known to be filled with prized metals and fine quality gemstones, but many strange creatures of hostile nature live amidst the hills and mountains of the Drachensgrab. Additionally, it is speculated that some terrible curse is upon the area, and legends relate that some powerful being or beings will arise in anger if their resting place is ever disturbed.

The mountains are now the major stronghold of humanoid invaders holding the whole Pomarj area. These include orcs, hobgoblins, bugbears, and numbers of ogres and ogre magi.

Glorioles
This is another lesser mountain range which is found at the northwestern end of the Hestmark Highlands. The Rieuwood lies to the west of the Glorioles, and the Grayflood and Thelly Rivers above.

The peaks and valleys of this range are the homeland of perhaps 10,000 or more mountain dwarves. These dwarves, despite an antipathy for elvenkind, have of late aided in the warfare being conducted by the Iron League against the invading forces of the Great Kingdom.

Jotens
The largest arm, or spur, of the Crystalmists is known as the Jotens, both because these mountains are very high and imposing, and because they are the dwelling place of numerous hill giants and not a few stone and cloud giants as well. In all other respects this range is similar to the Crystalmists (q.v.).

Lortmil Mountains
This low chain of mountains, often fading into hills with age, contains several very imposing mounts nonetheless. It is the homeland of many sorts of demihumans - dwarves, gnomes, mountain dwarves, and a few venturesome halflings, as well as scattered aarokocra tribes. These folk have acted in concert in the past to expel most of the humanoids and many of the vicious monsters from the Lortmils, and they are subjects of the small states which have formed in the shelter of the range such as the Ulek realms and Celene (q.v.).

The Lortmil Mountain range contains some of the richest gem and precious metal deposits known, and the dwarves, gnomes, and halflings living in the region are reputedly as wealthy as princes.

Rakers, The
A southern arm of the Griff Mountains which runs downward into the central part of eastern Flanaess is known as the Rakers, as the tall, sharp peaks seemingly rake the skies. Their terminus, the Flinty Hills, is discussed elsewhere (see Hills and Highlands).

Although infested with humanoids and fearsome creatures, these mountains also provide a home for several groups of dwarves and mountain dwarves. It is not known how much valuable ore is contained within these peaks.

Sulhaut Mountains
This range runs westward from the place where the Crystalmists and Hellfurnaces meet. It separates the Dry Steppes from the ghastly Sea of Dust (q.v.). A tortuous pass supposedly exists, enabling passage from the Dry Steppes into the Sea of Dust or eastward into the kindlier lands of the Flanaess.

It can only be supposed what can be found in these mountains, for no certain information is available to us. Reports of drow are not uncommon.

Ulsprue
The lesser peaks of the Crystalmists, thrust northwest and north into the Plains of the Paynims, are known to the Baklunish as the Ulsprue, possibly for the people who dwell in the cup which these mountains and the Barrier Peaks form on the plains. No certain information regarding other aspects of this range is available.

Rivers

Artonsamay River
This is one of the longest rivers on the continent. It is navigable from Redspan Town in Tenh all the way to Nyr Dyv.

Att River
A tributary of the Velverdyva which is navigable to small craft well beyond Littleberg.

Blackwater
A tributary of the Dulsi.

Blashikmund River
A tributary of the Tuflik which forms the current border between Ekbir and Tusmit.

Cold Run
A tributary of the Artonsamay which flows south to join that river west of the town of Rookroost.

Crystal River
A tributary of the Veng.

Davish River
A very cold and rapidly running tributary of the Javan.

Deepstil River
A tributary of the Dulsi which flows eastward through the Vesve Forest.

Dulsi River
A broad and deep inlet of Whyestil Lake, navigable to the fork of the Blackwater.

Duntide
A river rising in the Flinty Hills which flows southward into the Gnatmarsh where it joins the Nesser.

Ery River
A tributary of the Selintan which flows south of Greyhawk City.

Fals River
A tributary of the Velverdyva which marks the northern boundary of Veluna.

Flanmi River
The greatest water in eastern Flanaess, its basin drains nearly all the Great Kingdom, and most of the river and its tributaries are navigable by ship all the way to Rauxes, and by barge beyond.

Fler River
The principal inlet to Lake Quag, flowing from the Burneal Forest and the Land of Black Ice beyond. It is supposed that much of this river is passable to large craft.

Franz River
A tributary of the Nesser which is navigable to Trigol. It forms the boundary between Nyrond and the County of Urnst.

Frozen River
A swift flow running mainly north from the Griff Mountains through the lands of Stonefist to empty into White Fanged Bay.

Grayflood
A tributary of the Thelly which now demarks the extent of land claimed by the Iron League (Sunndi).

Harp River
One of the longest rivers of the continent, the Harp's headwaters are in the Rakers, and its mouth is near Chathold in Almor where it empties into Relmor bay. It is navigable for about half its length.

Hool River
A tributary of the Javan, broad and with swampy banks.

Imeda River
A tributary of the Flanmi which joins the latter at Rauxes.

Javan River
This river is the longest on the continent, beginning high in the Barriers and coursing southward for hundreds of miles before turning east and emptying into the Azure Sea above Monmurg in the Hold of the Sea Princes. It is usable by large vessels only to the town of Cryllor in the Good Hills of Keoland.

Jewel River
A river which rises just south of the Kron Hills and flows south through the Gnarley Forest, Welkwood, and Suss Forest to empty into the Azure Sea. It divides the Principality of Ulek from the Pomarj. About 150 miles of the waterway are navigable by large craft.

Kewl River
A tributary of the Sheldomar which divides the Duchy from the County of Ulek.

Lort River
A tributary of the Sheldomar which divides Gran March from Ulek Duchy.

Mikar River
A tributary of the Flanmi which rises in the Lone Heath and flows through Grandwood Forest.

Nesser River
A long and exceptionally broad and deep artery which drains Nyr Dyv. Despite many islands and numerous channels, the Nesser is so wide (over three miles on the average) that seagoing vessels can sail up or down its entire length if properly piloted. It forms the boundary between Nyrond and the Duchy of Urnst.

Neen River
A tributary of the Selintan River which is broad but shallow.

Old River
A tributary of the Sheldomar which bounds County Ulek from the Principality.

Opicm River
The eastern inlet of Whyestil Lake which also rises in the Cold Marshes. It forms the boundary of the lands of Iuz.

Realstream River
A tributary of the Javan which flows through the Dim Forest to join the latter waterway just below the town of Hochoch.

Ritensa River
A tributary of the Veng which divides the Shield Lands and the Bandit Kingdoms from the territory of the Horned Society.

Selintan River
A relatively broad and deep-channeled outlet of the western Nyr Dyv, it flows past Greyhawk City into Woolly Bay, and is plied by considerable traffic.

Sheldomar River
A river which divides Keoland from the Ulek States and is navigable from its mouth to the city of Niole Dra.

Teesar Torrent
An exceedingly swift river which rises in the North Province of the Great Kingdom and feeds the Harp below the Blemu Hills.

Thelly River
A tributary of the Flanmi navigable to the town of Nulbish.

Trask River
The Trask flows eastward through the North Province of the Great Kingdom to empty into the Solnor Ocean. The Town of Atirr at its mouth is a busy seaport.

Tuflik River
This is a long, westward-flowing river which has its headwaters in the northern end of the Barrier Peaks and divides Ket and Tusmit from the Plains of the Paynims. It is also the boundary between Ekbir and Zeif. The Tuflik empties into the Dramidj Ocean.

Velverdyva River
This river might be the second longest on the continent. There is debate whether the lower Fler should be called the Velverdyva. The river is the boundary between Veluna and Furyondy. It is open to large vessels to a point north of the Veluna City area, while barges can travel all the waters to Thornward in Bissel (Fals River) or to Lake Quag (with some difficulty).

Veng River
This waterway is the outlet of Whyestil Lake and an inlet of Nyr Dyv. It is navigable along its entire length, being both deep and broad. The river forms the boundary between the Horned Society and the lands of Furyondy and is strongly patrolled by river craft, cavalry, arid infantry.

Yol River
The Yolis a tributary of the Artonsamay which rises in the Troll Fens and divides the Phostwood from the Nutherwood, forming the border between Tenh and the Pale. It is plied by barges from Wintershiven and those journeying to that city.

Zumker River
The Zumker is a tributary of the Artonsamay whose headwaters are reputed to be a large mountain lake in the Griffs. It forms a border between Tenh and the lands of the Bandit Kingdoms.

Timberlands

Adri Forest

Population: 25,000-
Demihumans: Few
Humanoids: Few

This great area of ancient forest lies principally within the borders of the Great Kingdom, although its northwestern tip (that part west of the Harp River) belongs to the Prelacy of Almor.

The forest abounds with game, and it is carefully forested and maintained by those who dwell within its confines. The wood found here is generally employed for shipbuilding, spear shafts, bows, and arrows. Weapons common to the inhabitants include the longbow, battleaxe, and short spear.

Amedio Jungle

Population: Unknown
Demihumans: Unlikely
Humanoids: Possible
Resources: Foodstuffs, rare woods, spices, ivory, platinum, gems (III, IV)

Little is known of the Amedio Jungle, except that it is inhabited by tribes of cannibal savages - some purportedly of Suloise extraction or admixture. Expeditions have sometimes returned with considerable wealth and tales of mines where gems abound. A large lake is reportedly the gathering place for the savage tribes when they ready for warfare and raiding. Contact has been through various Sea Princes.

Amedio savages employ the following weapons: darts, javelins, spears, clubs, shortbows. Some natives use blowguns, a 5' to 7' long hollow tube which guides a breath-propelled wooden sliver coated with poison from 10 to 30 yards (though 30 yards is certainly long range). They cannot penetrate armor, however, so are dangerous only to persons with exposed flesh. Poison is used commonly, but generally is weak.

Burneal Forest

The trackless wastes of the Burneal Forest stretch for over a thousand miles, from just beyond the shore of the Dramidj Ocean to the bogs of Blackmoor. This huge and sprawling forest of pines and firs is nowhere less than 100 miles broad, and in places over 200. Beneath these woodlands are the prairies of the Tiger and Wolf Nomads, and these fearless horsemen often roam the Burneal seeking sport. They do so at peril, however, for little-known savages dwell in this vastness, and they lurk amidst the thick trunks to attack by stealth and surprise.

Reports state that these tribes of hunters are humans, aboriginal Flannae people, who live in small huts made of green boughs in the summer and in burrows dug into the ground in the cold months. They hunt by means of pits, snares, and with bow and spear, using huge wolf-dogs to locate and corner or bring down prey. Such inhabitants would have to be tough and strong in the extreme in order to survive the harsh temperatures of winters in the Burneal and live amongst the creatures who also dwell therein.

Celadon Forest

The sprawling oaks and mighty elms of Celadon grow from the edge of the Duntide to lap over the rolling hummocks of the Abbor-Alz. Yew and ash trees older than memory grow from the Gnatmarsh northward to Nellix Town and the Franz River. Within the precincts of these ancient trees roam many sylvan elves and treants, for the forest of Celadon is virtually a realm apart.

The woodland is pierced by the Nesser, a third of the area being in the territory of the Duchy of Urnst and the balance within the Kingdom of Nyrond, but neither state cuts timber nor otherwise disturbs the natural balance of the forest, except to hunt. The inhabitants of the region include some humans, hunters, woodsmen, and the like who dwell in harmony with their environment. Both sovereigns expect that the inhabitants will loyally serve, and they do so by guarding the forest ways from invasion by raiders or hostile creatures coming up from the hills or marshlands to the south and using the timber as cover.

Although many fierce creatures and some outlaws and humanoids will be encountered in the Celadon from time to time, it is not a healthy place for their ilk. Waterborne raiders are the worst problem, but the Duke sends patrols along the Nesser to aid the warders. Contingents of archers and light infantry are raised from this forest in time of war.

Dreadwood

Population: 5,000
Demihumans: Sylvan Elves (8,000), Gnomes (1,000), Halflings
Humanoids: Some

This substantial forest lies north of the Hool Marshes of the lower Javan River in Keoland. It is some 200 miles from the Good Hills in the west to the coast of the Azure Sea in the east and about 70 to 100 miles deep. There is constant warfare within the Dreadwood, with monsters and humanoids battling the elves who ward the place in behalf of the King (in return for Keoish protection of the forest).

Large-scale efforts have been mounted to clear the woods of evil creatures time and again, but the enemy retreats into hidden places and beyond the trees into the trackless Hool Marshes, to return when the companies of woodsmen and elves retire. It is suspected that the Sea Princes are in collusion with certain bandits and humanoid bands who creep through the Dreadwood on their way to raid Keoland and the Yeomanry.

Gamboge Forest

Population: 7,000
Demihumans: Sylvan Elves (11,000), Gnomes (3,000), High Elves (1,500), Halflings
Humanoids: Some

The Gamboge lies between Nyrond and the Pale, east of Midmeadow Town along the Flinty Hills and the lower Rakers. It is an old and especially dense forest. Neither state has a certain claim to the place, so it is virtually an independent nation unto itself, and its folk treat and trade with the gnomes, halflings, and even the dwarves to the east in the hills and mountains.

Although there is no love for the Kingdom of Nyrond, the Gambogefolk regard it far more favorably than they do the Pale, so allegiance is typically sworn to Nyrond and the arms of the kingdom are occasionally shown within the forest to prevent any takeover by minions of the Theocrat. It is rumored that the demihumans (and humankind too) within the region are seeking to ally with their fellows in the Flinty Hills and create a demihuman realm, but this is highly doubtful due to the threat of the humanoid hordes and the Overking. The Gamboge is sometimes a dangerous place, as humanoid bands and monsters from the mountains use it as a route in their excursions to pillage the territory roundabout.

Gnarley Forest

Population: 12,000
Demihumans: Sylvan Elves (7,000), Gnomes (3,000), others
Humanoids: Some

Parts of the Gnarley Forest are claimed by Celene, Dyvers, Verbobonc, and Greyhawk. Most is generally considered as part of the Wild Coast region, however, and the inhabitants of these woodlands are free-spirited folk, so no formal government is ever likely to hold sway so long as there are deep woods to shelter resisters.

The Viscount of Verbobonc is well liked by the folk dwelling in northeastern portions of the Gnarley, while the Queen of Celene is favored by those in the south.

The forest is home to many fierce creatures, and many humanoid bands rove about seeking to murder and loot. These invaders work their way up from the Pomarj, through the Suss and Welkwood. Some come via the mountains and hills from the north.

Grandwood Forest

Population: 25,000
Demihumans: Sylvan Elves (7,000), some others
Humanoids: Some

It is fortunate for the people and elves of Grandwood Forest that an abler ruler does not sit upon the Malachite Throne. Likewise, it is indeed to their good fortune that the Holy Censor of the See of Medegia covets that portion of these woodlands which lies south of the Mikar, while the nobles of Rel Astra strive to thwart him and yet remain uncommitted to actual warfare.

The Grandwood, lying scarcely 25 leagues from Rauxes, is yet a haven for those escaping from oppression - outlaws both good and bad, demihumans, and those who hate cruelty and tyranny. The western third of the forest is relatively uninhabited, for there the troops of the Overking are numerous, but deeper within the Grandwood the Overking's minions do not go for fear of attack.

The impassable tangles and thickets are haven to waiting halflings, the high branches hide elven archers, and woodsmen lie in ambush along the tracks. Occasionally Censorial troops will push into the heartland, but they return fewer in number than they started out, often never seeing the enemy who harried their march. Men of Rel Astra likewise enter the Grandwood and post it in the name of their city, but no serious attempt to hold any portion is ever made.

A tale relates that the free folk of the Grandwood once led divergent parties of intruders into battle with each other, so that the Overking's men-at-arms slew and were slain by troops of his liegemen of Rel Astra and Medegia. It is certain that the woodsmen dress in the coats of their enemies at times, and those who dare the forest know not friend from foe.

To counter this, the Overking has of late enlisted humanoid troops to flush the woodlands of those who oppose him, and the eventual results of this move are yet to be determined. It has angered the Censor, and his troops are reported to have orders to cut down all humans and humanoids on sight, regardless of whose colors they wear. This certainly aids the dissident folk of Grandwood.

Suss Forest

The Suss is a dreary place, full of thorn trees, brambles, briars, and thickets. Its massive trees are black with age and seem to whisper and talk amongst themselves when an interloper dares to pass beneath. Some claim that ripples of waving leaves and moving branches can be seen in the path of those entering the place, but this is unproven.

The western end of the forest is of a different nature than the rest. Where it grows upon the Lortmil Mts. the woodlands are open and clean, but east of the Jewel River their character becomes foreboding and hateful. The farther south one goes, the worse the forest becomes, until it is filled with an oppressive and evil atmosphere where it climbs the Drachensgrab hills.

The humanoid bands of the Pomarj, particularly kobolds, orcs, and gnolls, seem to love this forest, and many hundreds are known to dwell within its depths alongside the native gibberlings, ettercaps and susserus. They likewise use it as a highway to move northward to raid in the Wild Coast, Celene, or even the Ulek states and into Verbobonc.

The folk of the Wild Coast at one time made concerted efforts to clear the Suss and managed to drive its verge back several leagues. Due to the disappearance of timbering parties and the threat of marauding humanoids, such operations are no longer conducted anywhere, however. The edges of the Suss are watched closely by the petty nobles and lordlings of the Wild Coast.

A lost, ruined city of the Old Suloise is said to be hidden somewhere in the Suss forest, but few dare to venture on such a quest, particularly today.

Vesve Forest

Population: 20,000
Demihumans: Sylvan Elves (10,000), Gnomes (6,000), High Elves (3,000), Halflings
Humanoids: Hobgoblins (5,000), Gnolls (3,000)

The Vesve is the largest hardwood forest in all the Flanaess. Its southern half, as well as the strip which borders upon the Sepia Hills and the Clatspurs down to Highfolk Town, are relatively free of baneful creatures, although inhabited by a fair share of predators. Since the resurgence of Iuz, however, the northern quarter of the Vesve is filled with hateful settlements of evil humanoids, and these tribes and bands press everywhere upon the human and demihuman folk elsewhere in these woodlands.

Rangers and light troops from Furyondy aid the Highfolk in organized expeditions to check the influx of humanoids and drive them out, but fresh hordes from the spawning grounds of Iuz are apparently endlessly available to replace those slaughtered by such punitive forces, and a war of attrition will doom the good folk of the Vesve. It is expected that each side will certainly make a major attempt to settle the issue soon.

Welkwood

Population: 10,000+
Demihumans: Many
Humanoids: Some (raiding parties)

The extent of the Welkwood is obvious to the observer, for its limits are easily defined by its growth. The majesty of the huge trees of the forest is apparent, for they tower over their neighbors in the Suss below and the Gnarley to the west and north. Ipt grow to heights of 100 feet and more, while the mighty roanwoods are taller still. Even the locusts, elders, maples, and the like grow to unusual size, so that the whole is most imposing.

The eastern portion of the woodland is part of the Wild Coast, and many of its folk reside within the shelter of the forest; the Welkwood west of the Jewel River is within the realm of Celene and home to elves and faerie creatures of all sorts, as well as unicorns. The woodsmen of the Welkwood are brave and sturdy, well renowned throughout the land as huntsmen, trackers, and bold adventurers.

Lesser Timberlands

Axewood

Axewood is a relatively small woodland on the border between upper Keoland and the Duchy of Ulek. It is said to be inhabited by treants and some elves as well.

Bramblewood Forest

A large and dense forest which grows in the plains between the Barrier Peaks and the southernmost arm of the Yatils, spreading east and west in Ket, the Bramblewood has only one main road and possibly several secondary tracks. Its southern edge is warded by the walled city and castle of Thornward. Dakon are known to dwell therein.

Dim Forest

The huge old trees of this vast forest are so broad and leafy as to make the ground beneath dim on the brightest and sunniest of days. No tracks are known, but some certainly must exist to allow passage through the leagues of woodland. Olvenfolk are said to dwell in that portion west of the Javan; terrible creatures live elsewhere within its bounds.

Fellreev Forest

Once hunted extensively by the Rovers of the Barrens, the whole of the Fellreev is now under control of the Bandit Kingdoms or the Horned Society. Many strange creatures roam the trackless woodlands in the central fastness, including a few small bands of sylvan elves and human tribesmen, it is said.

Forlorn Forest

The Forlorn Forest is an evergreen woodland of fair size which lies just south of the Icy Sea and whose eastern edge marks the boundary of the Rovers of the Barrens. Even these fierce nomads avoid the Quaggoth tribes which prowl the forest.

Hornwood

The Hornwood is a fair-sized woodland within the Grand Duchy of Geoff. It is the Grand Duke's favorite hunting place despite (or possibly because of) the ferocious creatures often found there (many making their way down from the Crystalmists). Several groups of sylvan elves dwell within the Hornwood.

The area is named for the hornwood tree whose straightest limbs are specially treated and seasoned to make the finest of elven bows. Hornwood is exceptionally tough and resilient, but first grade wood is not common and is hard to prepare for use in bows.

Hraak Forest

The Hraak is a largish pine and fir woodland within the territory claimed by the descendants of Stonefist. It borders the Corusks north of Hraak Pass.

Loftwood

A smallish pine forest growing on the coast of Bone March between the foothills of the Rakers and Grendep Bay, the tall trees of this wood and are prized as masts for large ships. It is now undoubtedly being despoiled by humanoids.

Menowood

A fair-sized woodland in the southernmost corner of Idee, the Menowood is reportedly home to many treants and elvenfolk. The Hollow Highlands run through its eastern portion. This forest is virgin, and few humans venture into it.

Nutherwood

This forest lies to the south of the Yol River, its southern edge marking the end of the writ of the Theocrat of the Pale. It is not frequented, and reports state that many monsters and bandits are hidden within.

Oytwood

Within the borders of Geoff, the Oytwood is a smallish woodland which is inhabited mainly by elves.

Phostwood

The forest on the northern bank of the Yol belongs to Tenh, although this possession is disputed continually by bandits from the bordering states.

Certain species of trees found only within this forest have a strange phosphorescent quality when they die and begin to rot, giving the place an eerie air at night. (A branch of phostwood glows sufficiently to light a 10’ radius area.)

Rieuwood

This forest caps the northern end of Sunndi. Its mighty trees stretch from the middle portion of the Hollow Highlands to the rises of the Glorioles. It is patrolled by the forces of Sunndi and made dangerous to enemies by elves and rangers. Despite this, raiders and even humanoid marauders are sometimes found therein.

Sable Wood

This evergreen forest is within the realm of the King of the Ice Barbarians. Its most interesting feature is the particular fir tree whose wood turns a deep lustrous black when harvested in the dead of winter and rubbed with hot oils. The barbarians prize this material greatly, and they will not export it.

Silverwood

The smallish forestland within the Duchy of Ulek which is the home of many sylvan elves is called the Silverwood.

Certain trees which are greatly loved by elvenkind grow in abundance in this forest, and it is said that its inhabitants prize these trees more highly than silver.

Spikey Forest

This smallish woodland divides the lands of the Frost and Snow Barbarians. Its tall pines are used by both peoples for ship masts and spars.

Tangles

This is a jungle-like woodland of no great size within the Bandit Kingdoms above Riftcanyon.

Timberway Forest

This vast stretch of pines, firs, and other northern forest growths reaches from the lands of the Frost Barbarians all the way to the Barony of Ratik, from the shores of Grendep bay to the shoulders of the Rakers.

Although its growth is not as fine as that of the Loftwood, it is still very valuable in shipbuilding.

Udgru Forest

This woodland within the realms of Ekbir and Tusmit is quite extensive and very dense. It is filled with game, and less desirable creatures also, of course.

Dissident citizens of both states are prone to use the woodland as a sanctuary.

Wastelands

Bright Desert

Population: Unknown (scattered nomads)
Demihumans: Doubtful
Humanoids: Doubtful

Since the beginning of recorded history in the Flanaess, the Bright Desert has intrigued and challenged mankind. It is supposedly filled with riches - copper, silver, gold, and gem minerals.

The harsh climate, wildly varying temperatures, and hostile inhabitants (Suel peoples) who battle any intruder with ferocious determination and blood lust tend to discourage exploitation.

The dervishes rumored to dwell in the bordering Abbor-Alz hills likewise turn away would-be explorers. If such dervishes actually exist they are likely to be of Flan extraction and hostile to Suloise nomads. One or two organized forces have attempted to penetrate the Bright Desert, but none have ever returned to tell what happened.

Dry Steppes

The vast stretches of prairie north of the Sulhaut Mountains and west of the Crystalmist and Ulsprue Ranges are known as the Dry Steppes. Rainfall there is scarce, and few rivers flow in the place.

Once the area was well watered and fertile, forming the homelands of the Baklunish padishahs and sultans, but it was destroyed by the Invoked Devastation in the war with the Suloise. It is said that the central part of the steppes is still pleasant and rich, and there is no doubt that various large hordes of Baklunish nomads still roam the area under the rulership of various khans.

This borderland of the Flanaess is otherwise unknown to the chronicler. Invading tribesmen from the Dry Steppes are typically light cavalry employing composite bows, light lances, and curved swords.

Land of Black Ice

Those who have ventured far into the northlands beyond the Burneal Forest tell of a strange phenomenon. Instead of the normal stark white snow and translucent blue-white ice, there is an endless landscape of deep blue-black ice, topped only here and there by normal snowfall. Strange arctic monsters, including tribes of blue-furred bugbears, prowl these fields of ebony ice, and the few humans who dwell near the place fear to enter it on account of the beasts and supposedly what lies beyond. Stranger still, they are said to tell of a warmer land beyond the ice where the sun never sets and jungles abound.

Regardless of such prevarications, the area is mysterious indeed. Somewhere between the Land of Black Ice and the Blackmoor territory is the reported locale of the City of the Gods, a place where iron buildings tower and it is summer year-round, even though the snows are piled deep in the fields surrounding the city. Giving rise to such legends, the Land of Black Ice is worthy of further exploration by daring adventurers.

Rift Canyon

In the lands north of the Artonsamay, amidst the rough and broken ground and jutting crags of the badlands there, a deep canyon of tremendous extent is found. This strange rift in the surface of Oerth is over 180 miles in length and from 10 wide at its end to about 30 in its midsection near the bandit town of Riftcrag. Tales tell us that this rift is more than a mile deep and pocked with caves and caverns. Much of its length has been cleared of monsters, although they still issue forth from the tunnels, it is said.

The Plar of the Rift, as the bandit lord styles himself, reportedly uses humanoid troops and monsters to hold the place against their kin, and rich loot is taken by such action. The floor of the rift at its western end is shunned, however, due to the particularly fierce monsters dwelling there. Attempts to clear this area have ended in disaster. Parties from the Shield Lands taking punitive actions against the bandit kinglets report that this state of affairs is indeed true, relating that attempts to surprise the brigands by moving through the Rift canyon from its western end have proven to be impossible.

Just south of the Riftcanyon is the lonely volcanic cone of haunted White Plume Mountain, avoided by both knights and bandits.

Sea of Dust

A territory of unknown extent exists behind the Hellfurnaces, south of the Sulhaut Mountains. This bleak desert is the Sea of Dust, the former Empire of Suel or Suloise. History tells us that this was once a fair and fertile realm extending a thousand miles west and southward, too.

The merciless and haughty rulers engaged in a struggle for dominance and supremacy over all of Oerik with the Baklunish, and in return for a terrible magical attack, the Suloise lands were inundated by a nearly invisible fiery rain which killed all creatures it struck, burned all living things, ignited the landscape with colorless flame, and burned the very hills themselves into ash.

Whatever the truth of this, the place is certainly a desert today, an endless vista of dust and fine ash in gentle rises and shallow valleys which resemble waves in the ocean. This aspect is far less picturesque when the winds howl and tear the surface into choking clouds which strip flesh from bone and rise to the clouds, making vision impossible and life hazardous in the extreme.

Added to this unwholesome environment are rains of volcanic ash and cinders which are blown from the Hellfurnaces to drop upon the forsaken lands that were once an empire of terrible might.
Legends tell of strange ruins near the feet of the Sulhauts, and say that somewhere in the central fastness there still stands the remains, nearly intact, of what is called the Forgotten City, lost capital of the Suel Imperium.

There are a few mountain tribesmen in the Sulhauts who reportedly venture into the Sea of Dust now and again to obtain treasure from the remains of the cities and towns buried under the dust. The truth of these tales cannot be established, but there is no doubt that there are peoples who dwell within the fastness of the mountain range.

Reports of firenewt marauders and other abominations are not uncommon but may be unreliable. Somewhat similar fables tell of a secret expedition sponsored by the Sea Princes to find and bring back the loot left in the Forgotten City. If such an expedition ever was organized and left upon the journey, no news of its return has ever been had. This latter tale, though, caused the officials of the Yeomanry to attempt exploration of the far side of the Hellfurnaces, and reliable reports tell of at least one party returning from such a trek, decimated by half, but bearing strange art objects and jewelry back from their explorations in the fringes of the Sea of Dust. More details are not forthcoming from the Freeholder, of course, and the event happened too recently to give rise to sub rosa information.

DEITIES OF GREYHAWK

The People of Oerth worship many gods. Only deities of the Flanaess are listed here. In general, the greater gods are too far removed from the world to have much to do with humanity, and while they are worshiped, few people hold them as patrons.

These deities have been known to intercede directly in the affairs of men, but only if these affairs have a direct and crucial bearing upon the concerns of the deity. Even so, the annals of the historians list only a few such instances in the history of the Flanaess. Deities have weighty affairs to attend to and, in general, they cannot be bothered with the trivial needs of a party of lowly mortals. However, under certain circumstances, a demi-god and a godling might well become embroiled in human affairs - as your further reading will discover.

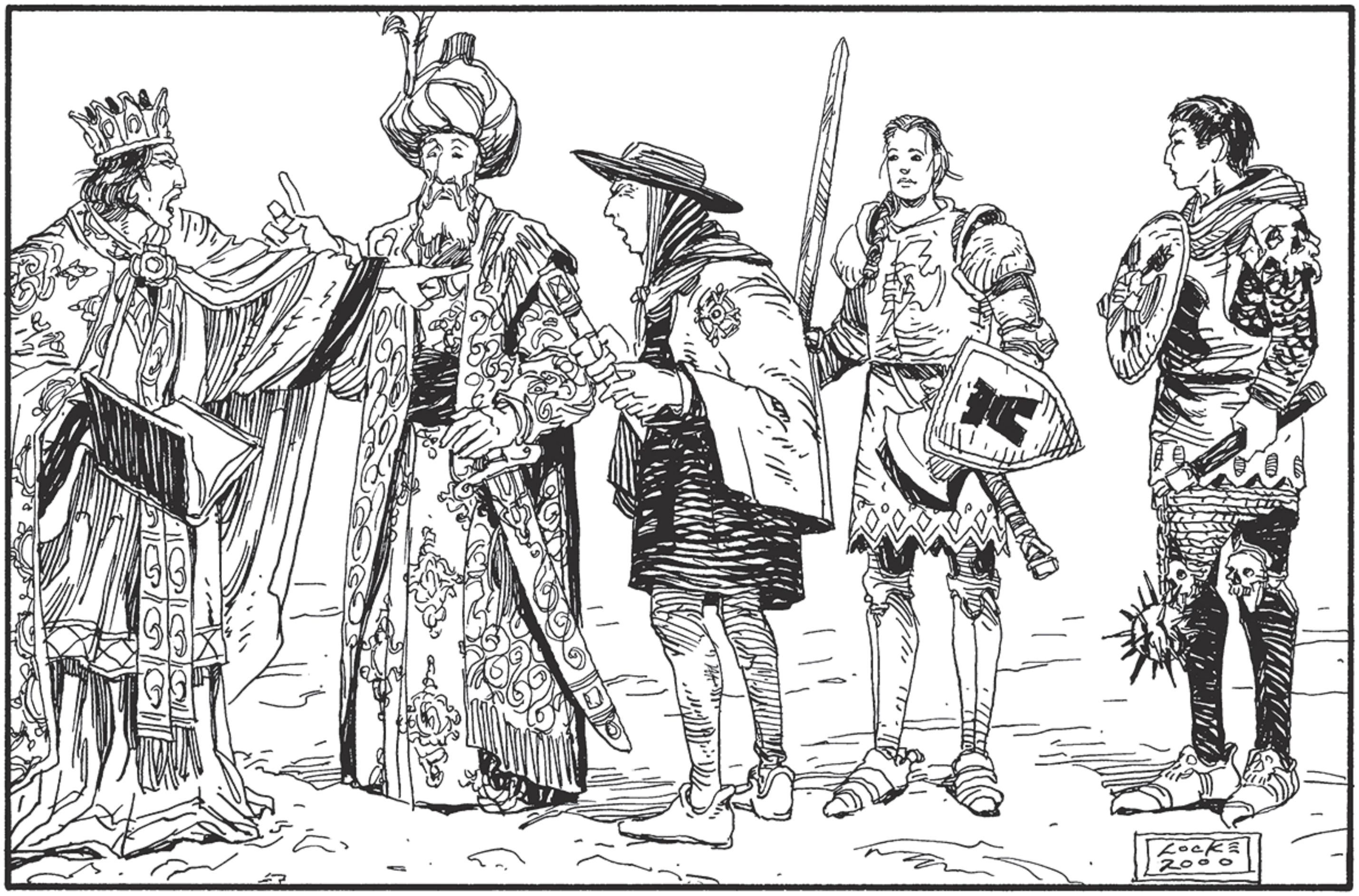
Because of the plots of Iuz and various demons and evil elementals, St. Cuthbert has become actively aware of events (and has indirect assistance from Beory, who resists elemental destruction). The enmity between Iuz and St. Cuthbert may yet result in direct confrontation.

A list of the greater, intermediate, lesser, and active demigod deities of the Flanaess is given hereafter. Following the name of each deity is the culture or cultures associated with that god: Baklunish (B), Common (C), Flan (F), Oeridian (O), Olman (L), and Suloise (S).

The careful reader will note that certain deities are both of a certain racial origin and common, at the same time. Next, the major attributes of the deity are listed and, finally, the deity's alignment is shown. With respect to alignment, the following abbreviations are used: L = Lawful, G = Good, N = Neutral, C = Chaotic, E = Evil.

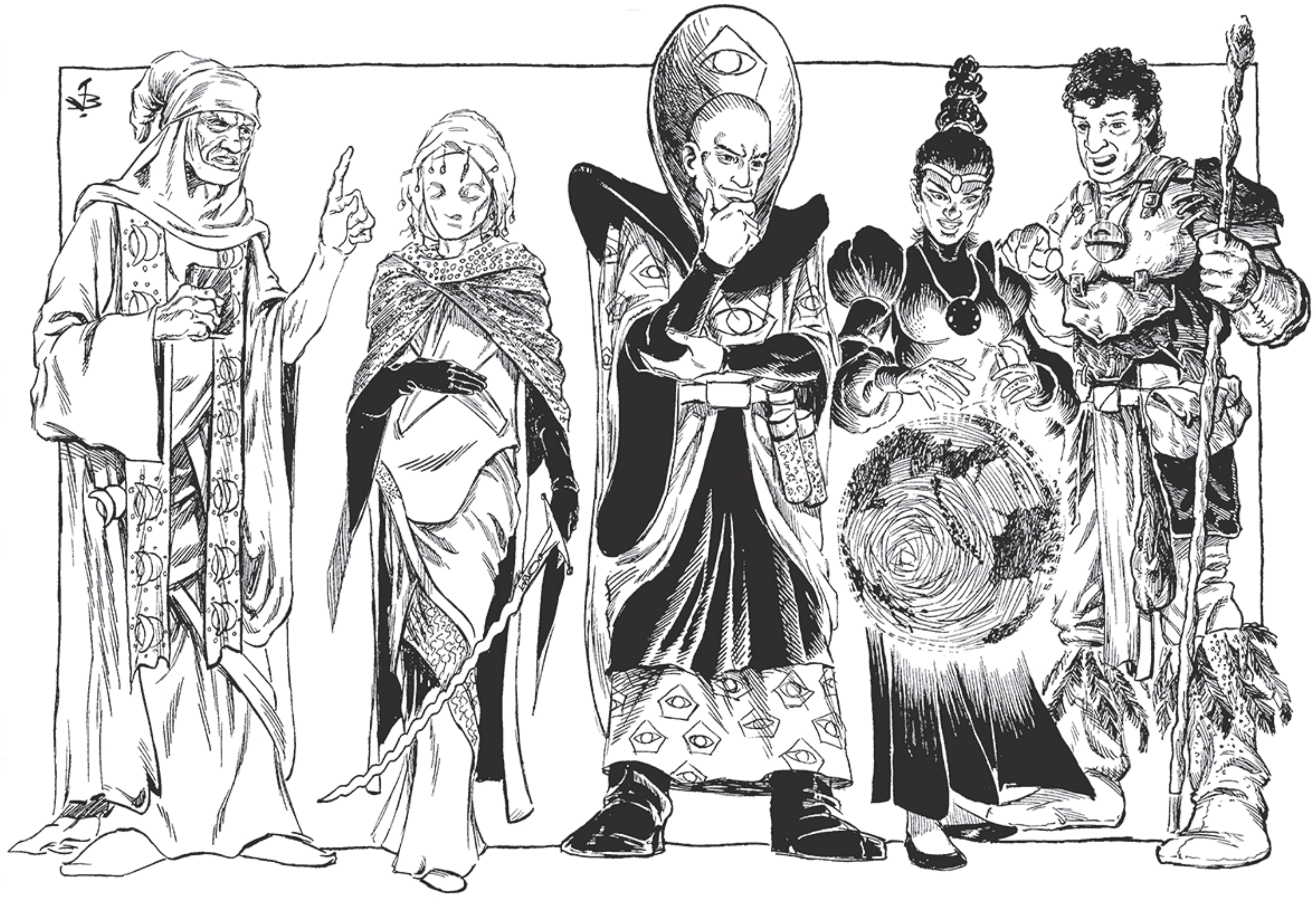
Gods of the Flanaess

Greater Gods	Cultures	Domains	Alignment	Symbol	Weapon
Beory, goddess of nature	FC	Earth, plant, weather	N	Green Disk	Club
Boccob, god of magic	C	Knowledge, magic	N	Eye with pentagram	Quarterstaff
Incabulos, god of plague and famine	C	Death, plague	NE	Reptilian eye with horizontal diamond	Quarterstaff
Istus, goddess of fate and destiny	Bc	Knowledge, luck	N	Weaver's spindle with three strands	Net
Nerull, the reaper	FC	Darkness, death, deceit	NE	Skull with a scythe or sickle	Sickle or scythe
Pelor, god of the sun and healing	FC	Life, light, strength	NG	Sun	Mace
Rao, god of peace and reason	FC	Knowledge, law, peace	LG	White heart	Mace



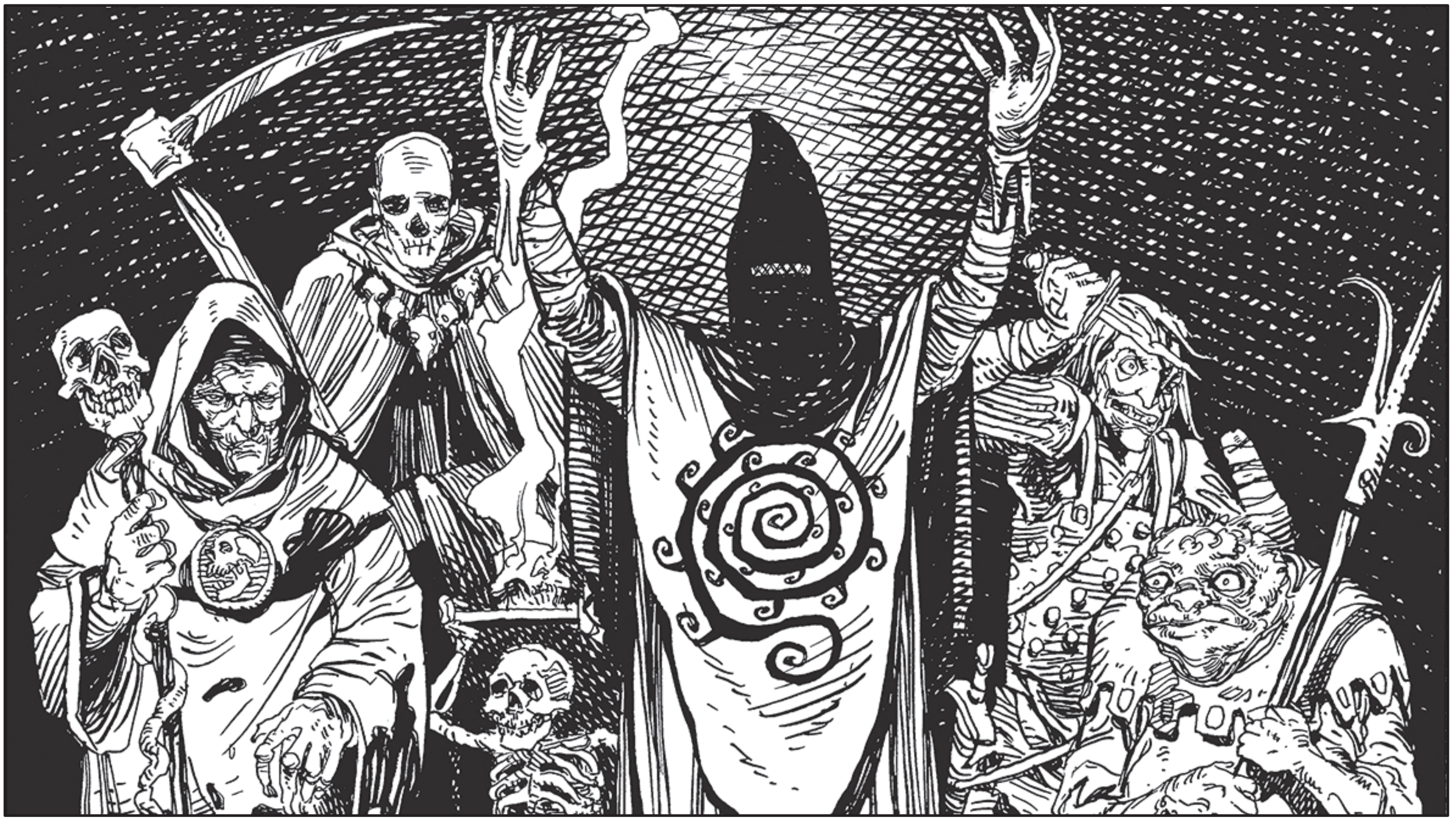
Clerics of Pholtus, Al-Akbar, Saint Cuthbert, Heironeous, and Hextor

Intermediate Gods	Cultures	Domains	Alignment	Symbol	Weapon
Celestian, god of stars and wanderers	OC	Protection, travel	N	Arc of seven stars inside a circle	Spear
Cyndor, god of time and infinity	C	Protection, time, travel	LN	Infinity symbol	Sling
Ehlonna, goddess of woodlands	C	Life, plant, wilderness	NG	Unicorn horn	Bow
Erythnul, god of envy and slaughter	OC	Destruction, war	CE	Blood drop	Mace
Fharlanghn, god of horizons and travel	OC	Protection, travel, weather	NG	Circle crossed by horizon line	Quarterstaff
Heironeous, god of chivalry and valor	OC	Law, protection, war	LG	Lightning bolt	Battleaxe
Hextor, god of war and discord	OC	Destruction, strength, war	LE	Six arrows fanned out downward	Flail
Kord, god of strength and athletics	S	Luck, strength, revelry	CG	Four spears and maces forming a star	Greatsword
Lendor, god of time and tedium	S	Knowledge, time	LN	Crescent moon over a full moon	Greatsword
Obad-Hai, god of nature	FC	Animal, plant, wilderness	N	Oak leaf and acorn	Quarterstaff
Olidammara, god of revelry	C	Arts, luck, mischief, revelry	CN	Laughing mask	Shortsword
Pholtus, god of light and law	OC	Law, light, moon	LG	Partially eclipsed sun or moon	Quarterstaff
Procan, god of ocean and sailing	OC	Travel, water, weather	CN	Trident above a cresting wave	Trident
Ralishaz, god of ill luck and insanity	C	Deceit, luck, plague	CN	Three bone fate-casting sticks	Quarterstaff
Saint Cuthbert, god of common sense	C	Knowledge, law, protection	LN	Circle at center of a starburst of lines	Club
Tharizdun , god of eternal darkness	C	Chaos, darkness, deceit	CE	Dark spiral or inverted ziggurat	Dagger
Trithereon, god of liberty and retribution	C	Protection, strength, war	CG	Triskelion	Longsword
Ulaa, goddess of hills and mountains	C	Crafting, earth, life, war	LG	Mountain with a circle at its heart	Warhammer
Wee Jas, goddess of magic and death	S	Death, law, magic	LN	Red skull in front of a fireball	Dagger
Zilchus, god of money and influence	OC	Knowledge, law	LN	Hand clutching a bag of gold	Dagger



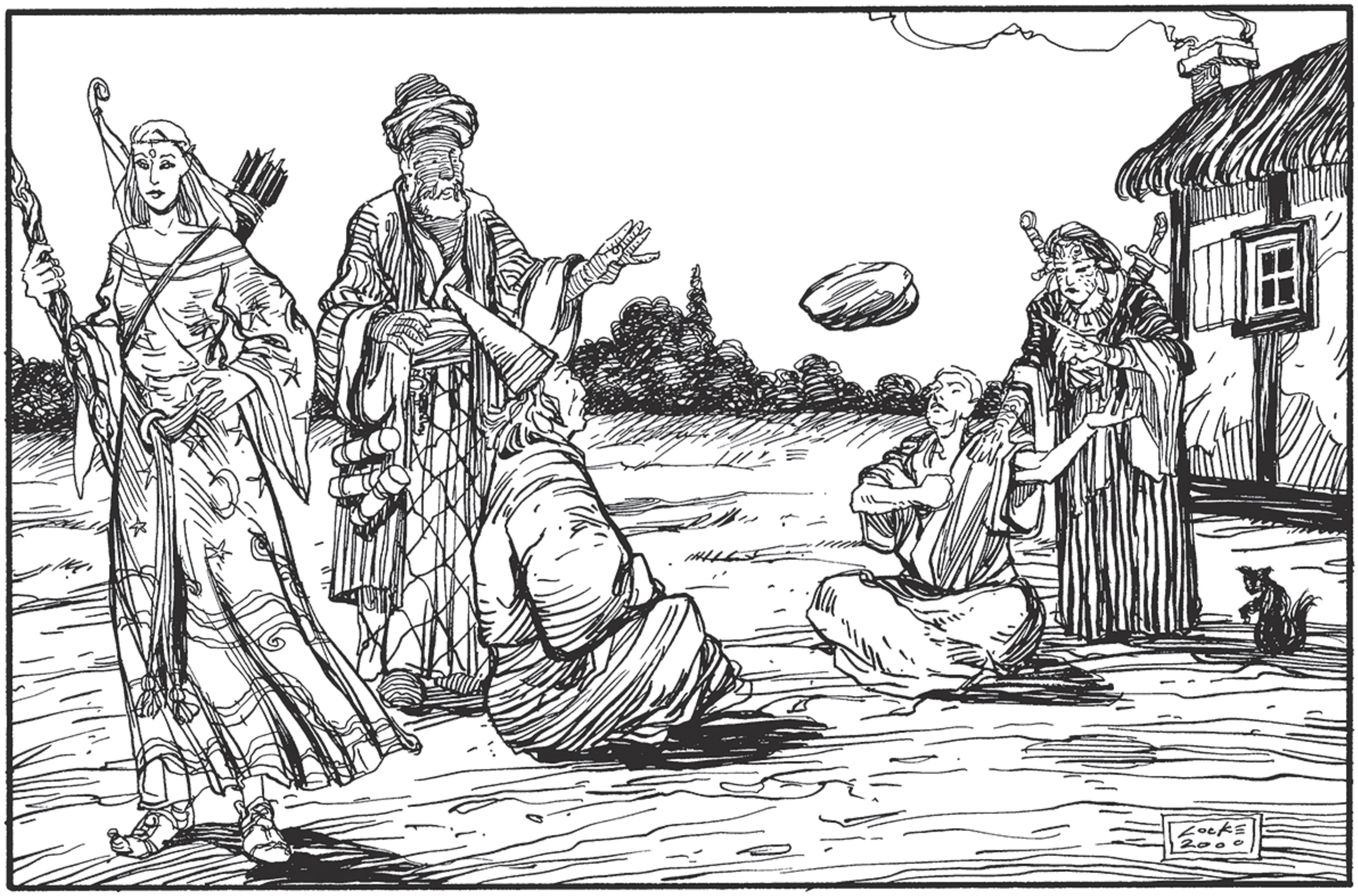
Clerics of Lendor, Istus, Boccob, Celestian, and Fharlanghn

Lesser Gods	**Cultures**	**Domains**	**Alignment**	**Symbol**	**Weapon**
Allitur, god of ethics	Fc	Knowledge, law	LG	Pair of clasped hands	Spear
Atroa, goddess of spring and renewal	Oc	Air, life, plant, weather	NG	Kara tree full of ripe fruit	Sling
Beltar, goddess of malice and caves	S	Darkness, earth, war	CE	Set of fangs set to bite	Unarmed
Berei, goddess of farmers and home	Fc	Home, life, protection	NG	Sheaf of wheat stalks	Sickle
Bleredd, goddess of mines and smiths	C	Crafting, earth, strength	N	Hammer and anvil	Warhammer
Bralm, goddess of insects and industry	Sc	Animal, crafting	N	Wasp	Quarterstaff
Dalt, god of portals and enclosures	c	Craft, home, protection	CG	Locked door with skeleton key	Dagger
Delleb, god of reason and intellect	O	Knowledge, magic	LG	Open book	Dart
Fortubo, god of mountains and mines	S	Craft, earth, knowledge	LG	Warhammer	Warhammer
Geshtai, goddess of fresh water	Bc	Travel, water, weather	N	Waterspout	Spear
Jascar, god of hill and mountains	S	Craft, earth, protection	LG	Snow-capped mountain peak	Warhammer
Joramy, goddess of wrath & volcanoes	C	Destruction, fire, war	N	Volcano	Quarterstaff
Kurell, god of thievery and jealousy	O	Darkness, deceit	CN	Hand holding a broken coin	Shortsword
Lirr, goddess of the arts	C	Arts, crafting, knowledge	CG	Illustrated book	Spear
Llerg, god of beasts and strength	S	Animal, strength, war	CN	Bear, snake, or alligator	Battleaxe
Lydia, goddess of music and daylight	Sc	Arts, knowledge, light	NG	Open hand radiating colors	Spear
Myhriss, goddess of love and beauty	C	Arts, life, love, revelry	NG	Lovebird	Bow
Mouqol, god of trade and ventures	B	Knowledge, travel	N	Set of scales and weights	Dagger
Norebo, god of luck and risks	S	Luck	CN	Pair of eight-sided dice	Dagger
Osprem, goddess of water voyages	S	Protection, travel, water	LN	Whale	Trident
Phaulkon, god of wind and clouds	S	Air, animal, weather	CG	Winged human silhouette	Bow
Phyton, god of beauty and nature	S	Agriculture, plant, weather	CG	Scimitar and oak tree	Scimitar
Pyremius, god of fire and poison	S	Death, deceit, fire	NE	Demon head with bat wings	Longsword
Raxivort, god of rats, bats, and xvarts	O	Animal, deceit, moon	CE	Fiery blue hand	Dagger
Sotillion, goddess of summer and ease	Oc	Life, light, plant	CG	Orange tiger	Net
Syrul, goddess of lies	S	Deceit, knowledge	NE	Forked tongue	Dagger
Telchur, god of winter and cold	Oc	Air, cold, weather	CN	Field of snow	Spear
Velnius, god of sky and weather	O	Air, water, weather	N(NG)	Bird perching upon a cloud	Spear
Wenta, goddess of the autumn harvest	Oc	Agriculture, plant, revelry	CG	Mug of beer	Club
Xan Yae, goddess of shadows	BC	Darkness, deceit, war	N	Black lotus blossom	Scimitar
Xerbo, god of the sea and business	S	Animal, travel, water	N	Dragon turtle	Trident
Zodal, god of mercy and hope	FC	Life, protection, peace	NG	Hand partially wrapped in cloth	Unarmed



Clerics of Iuz, Nerull, Tharizdun, Vecna, and Wastri

Demigods & Quasi-Deities	Cultures	Domains	Alignment	Symbol	Weapon
Al'Akbar, demigod of duty and dignity	B	Law, protection	LG	Chalice and 8-pointed star	Scimitar
Daern, hero-deity of fortifications	C	Protection, war	N	Shield	Spear
Daoud, hero-god of humility and clarity	B	Knowledge, travel	N	Patch of multi-colored yarn	Quarterstaff
Heward, hero-god of bards and music	C	Arts, knowledge, revelry	NG	Any musical instrument	Shortsword
Iuz, god of pain and oppression	FC	Chaos, death, deceit	CE	Grinning human skull	Greatsword
Johydee, hero-goddess of espionage	O	Deceit, protection	NG	Stylized onyx mask	Shortsword
Kelanen, hero-deity of swordplay	C	Travel, war	N	Nine swords forming a star	Longsword
Keoghtom, hero-god of exploration	OC	Knowledge, travel	NG	Round disk bisected with an arrow	Bow
Kyuss, demigod of undeath & corruption	FC	Death, deceit, plague	NE	Skull erupting with green worms	Club
Merikka, demigoddess of farming	OF	Agriculture, home, plant	CG	Basket of grain and long scroll	Sickle
Myrlund, hero-god of magic technology	O	Knowledge, magic, war	LG	Six-pointed star with rounded points	Longsword
Rudd, goddess of luck and competition	OC	Knowledge, luck, strength	CN	Bulls-eye target	Bow
Stern Alia	O	Life, knowledge, protection	LN	An Oeridian woman's face	Mace
Vecna, god of evil secrets	FC	Death, deceit, magic	NE	Hand with an eye in the palm	Dagger
Vinar "Green Man," god of nature	FC	Agriculture, plant, revelry	CN	Green-leaf mask or hops	Sickle
Wastri, god of bigotry and amphibians	C	Animal, deceit, law, war	LN	Gray toad	Glaive
Zagyg, god of eccentricity and magic	C	Knowledge, magic, mischief	CN	Two, parallel ziggurat shapes	Club
Zuoken, god of mental & physical mastery	Bc	Knowledge, strength	N	Striking fist	Unarmed



Clerics of Sehanine Moonbow, Mouqol, Rao, Zuoken, and Xan Yae

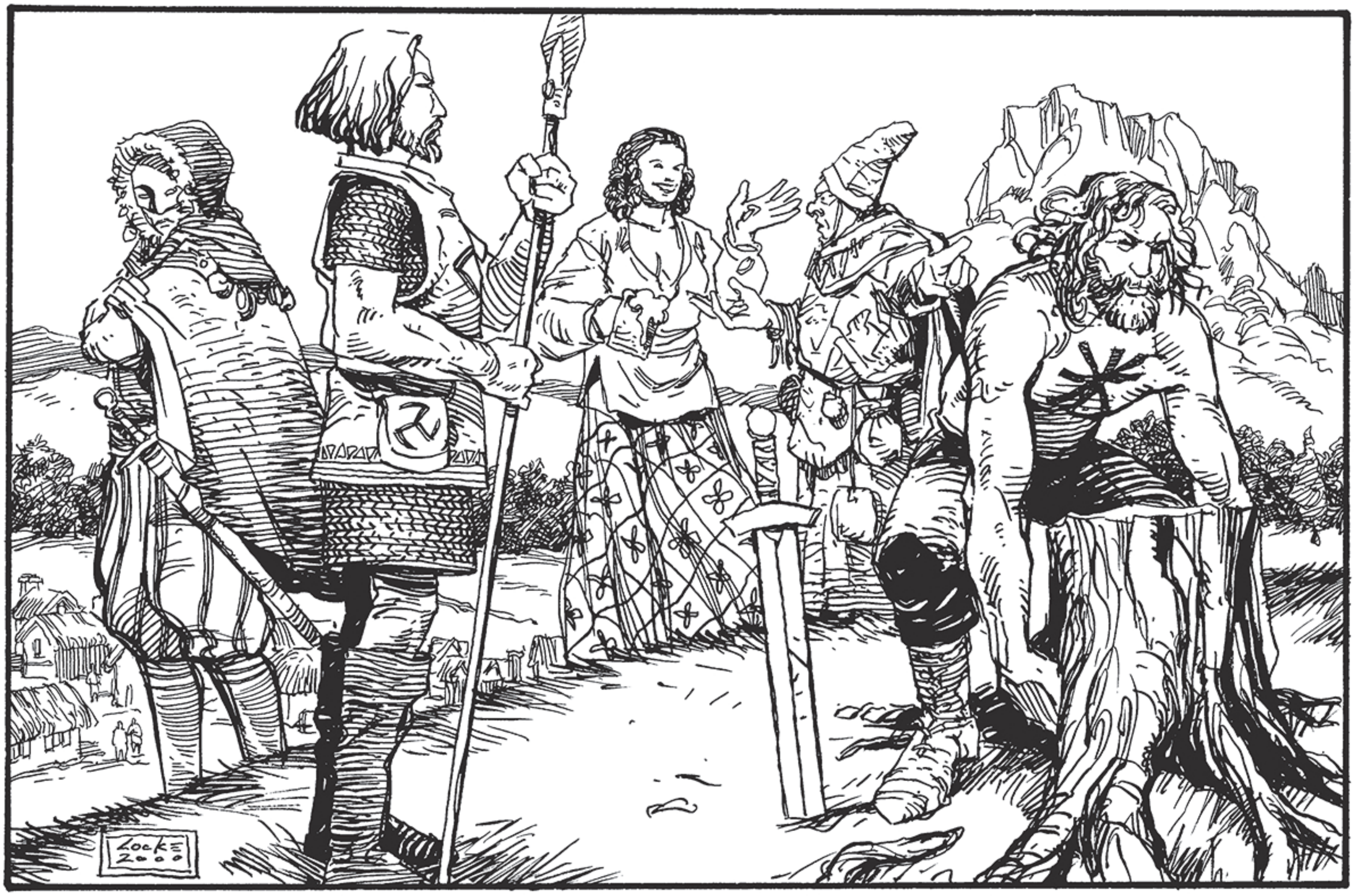
Demihuman Gods

Dwarven Gods	Domains	Alignment	Symbol	Weapon
Moradin, father of dwarves	Crafting, law, protection, war	LG	Hammer and Anvil	Warhammer
Abbathor, god of greed	Darkness, deceit	NE	Jeweled dagger	Dagger
Berronar Truesilver, goddess of shelter	Home, life, light	LG	Intertwined silver rings	Mace
Clangeddin Silverbeard, god of war	Law, strength, war	LG (N)	Crossed silver battle axes	Battleaxe
Dumathoin, god of buried secrets	Death, Knowledge	N	Faceted gem inside a mountain	Warhammer
Vergadain, god of wealth and luck	Trickery	N	Gold coin	Longsword

* Bleredd, Fortubo, Jascar, and Ulaa are also worshipped by dwarves

Elven Gods	Domains	Alignment	Symbol	Weapon
Corellon Larethian, god of magic & art	Arts, light, magic, war	CG	Crescent Moon	Longsword
Aerdrie Faenya, goddess of air	Air, animal, travel, weather	CG	Eagle	Quarterstaff
Deep Sashelas, god of the sea	Animal, knowledge, water	CG	Dolphin	Trident
Erevan Ilesere, god of mischief	Mischief, wilderness	CN	Nova star with asymmetrical rays	Shortsword
Hanali Celanil, goddess of love	Arts, life, love, magic	CG	Golden heart	Dagger
Labelas Enoreth, god of longevity	Knowledge, magic, time	CG	Setting sun	Quarterstaff
Lolth, demon queen of spiders	Darkness, deceit, magic	CE	Spider	Dagger
Rillifane Rallathil, god of forests	Plant, protection, wilderness	CG	Oak	Quarterstaff
Sehanine Moonbow, moon goddess	Deceit, knowledge, magic	CG	Full moon topped by a crescent moon	Quarterstaff
Solonor Thelandira, god of hunting	Plant, war, wilderness	CG	Silver arrow with green fletching	Bow
Ye'Cind, demigod of magical song	Arts, magic, protection	CG	Recorder	Quarterstaff

* Ehlonna and Obad-Hai are also worshipped by elves



Clerics of Kurell, Tritherion, Wenta, Ralishaz, and Kord

Gnomish Gods	Domains	Alignment	Symbol	Weapon
Garl Glittergold, god of the gnomes	Craft, magic, mischief, war	LG	Gold nugget	Battleaxe
Baervan Wildwanderer, god of forests	Animal, plant, wilderness	NG	Raccoon	Spear
Flandal Steelskin, god of mining	Craft, knowledge, strength	NG	Flaming hammer	Warhammer
Segojan Earthcaller , god of earth	Earth, protection	NG	Glowing gemstone	Mace
Urdlen, the crawler below	Destruction, earth, war	CE	Mole	Unarmed strike

*Ehlonna, Fortubo, Jascar, Obad-Hai, and Ulaa are also worshipped by gnomes

Cleric of Saint Cuthbert of the Cudgel

Halfling Gods	Domains	Alignment	Symbol	Weapon
Yondalla, mother goddess & provider	Agriculture law, protection	LG	Shield with a cornucopia	Shortsword
Arvoreen the Defender	Law, protection, war	LG	Crossed short swords	Shortsword
Brandobaris, god of stealth and thieves	Luck, mischief, revelry	N	Footprint	Dagger
Cyrroallaelee, goddess of home & friends	Home, life, protection	LG	Open door	Club
Sheela Peryroyl, goddess of nature	Love, plant, wilderness	N	Daisy	Sickle
Urogalan, god of earth and death	Earth, law, protection	LN	Silhouette of a dog's head	Flail

*Ehlonna, Obad-Hai, and Ulaa are also worshipped by halflings

Orcish Gods	Domains	Alignment	Symbol	Weapon
Gruumsh, god of survival and strength	Tempest, War	CE	Unblinking Eye	Spear
Bahgtru, god of strength and combat	War	CE	Broken femur	Unarmed
Ilneval, god of war and leadership	War	LE	Bloodied longsword	Longsword
Luthic, goddess of fertility and healing	Life, Nature	NE	Orcish rune meaning "home"	Unarmed
Shargaas, god of stealth & darkness	Trickery	NE	Red crescent moon	Shortsword
Yurtrus, god of disease and death	Death	NE	Rotting white hand	Unarmed

Gods of the Flanaess

Al'Akbar

Al'Akbar is the Baklunish demigod of dignity, duty, faithfulness, and guardianship. His symbol is a cup and eight-pointed star, images of the legendary Cup and Talisman that now bear his name. Al'Akbar is subordinate to the other Baklunish gods, remaining a mere demigod out of respect for them. His faithful oppose the sadistic elemental cults of Ull. Al'Akbar is allied with Heironeous. Al'Akbar's priests use the Cup and Talisman as metaphors for the good life, urging their flocks to be vessels of kindness and emblems of devotion.

Al'Akbar was the most exalted high priest in what are now the lands of the Paynims. After the Invoked Devastation, during that time of misery and suffering, he was given the Cup and Talisman by Al'Asran to help heal his people's ills and return them to the traditional Baklunish faith. Al'Akbar founded the city of Ekbir and, for the last decade of his mortal life, ruled the nation of Ekbir as the first of its caliphs. Eventually he had a mosque to himself built and allowed his followers to call on his name in their prayers. Soon after, he ascended to the heavens to take his place among the gods. Al'Akbar is revered primarily in Ekbir, Ket, the Plains of the Paynims, Tusmit, and Zeif.

Allitur

Allitur is the Flan god of ethics and propriety. His holy symbol is a pair of clasped hands.

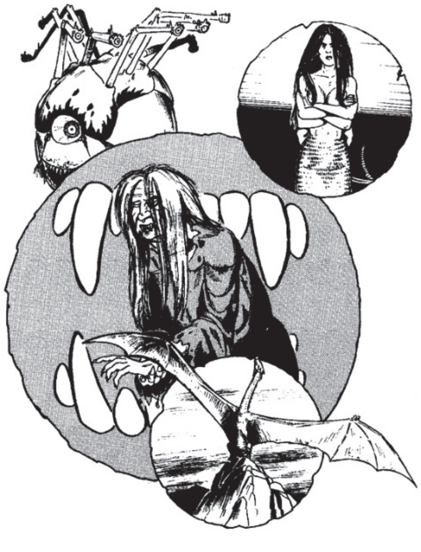
Allitur is depicted as a Flan man riding a horse, Keph, who never tires. Allitur's realm is Empyrea, The City of Tempered Souls. Empyrea sits on the edge of a cold, clear mountain lake on Mount Celestia's fifth layer, Mertion. The many healing fountains and curative waters in Empyrea can restore withered limbs, lost speech, derangement, and life energy itself; those who ail need only find the right fountain. Empyrea is also known for its healers and hospitals, and many a pilgrim seeks to reach this legendary site of perfect health. Allitur teaches respect and understanding for laws, rituals, and other cultural traditions.

Atroa

Atroa is the Oeridian goddess of spring, the east wind, and renewal. Her holy symbol is a heart with an air-glyph within, or a kara tree full of ripe, red fruit.

Atroa appears as a fresh-faced blonde woman, often with an eagle perching upon her shoulder. With her sling Windstorm, she can strike the most distant foe, and with Readying's Dawn, her spherical glass talisman, she is able to melt all ice in sight. Atroa's realm, the Grove of Perpetual Spring, is in the layer of Brux in the Beastlands. She is also thought to spend time in the realm of Morninglory in Elysium. As Goddess of Spring, Atroa is the invigorating breath that awakens the world from its slumber. She gives the world new love and new life, renews old friendships, and plucks the heartstrings of lovers, travelers, and poets.

Beltar



Beltar is the Suel goddess of malice, caves, and pits. Her holy symbol is a set of opened fangs poised to bite. Although often depicted as a hag-like human female, Beltar is known to also appear as a beholder, red dragon, or marilith. Some regard the later form as a likely cause of rumors of the existence of a Suloise snake-cult. Beltar was formerly a goddess of earth and mines but was supplanted by other Suel gods.

Her only worshippers are nonhuman slaves. It is perhaps for this reason that Jascar is one of her greatest enemies. Beltar will often take mates in her various forms, but few survive, as she eats them afterward, as well as any young born from such a union.

Beory

Beory is the Flan goddess of the Oerth, nature, and rain. She is also known as the Oerth Mother. Her symbol is either a green disk marked with a circle or a rotund, female figurine.

Beory is considered to be a manifestation of the Oerth itself. She does not care for anything else, and mortals or other deities only concern her if they threaten the Oerth. She is distant even from her own clerics, who wander the earth to experience the different parts of the world. They spend their time communing with nature and often associate with druids.

Berei

Berei is the Flan goddess of agriculture, family, and home. Her holy symbol is a sheaf of wheat stalks.

Berei is depicted as a brown-skinned, kindly-looking woman carrying a sickle. Berei can most often be found in the first layer of Elysium, in the realm of Principality. Berei tries to strengthen the ties of family and community, and urges care in the planting of crops.

Bleredd

Bleredd is the Oeridian god of metal, mines, and smiths. His holy symbol is an iron mule, as sturdy and patient as himself.

Bleredd is the one who originally taught the Oeridians iron-working. He is a pragmatic sort, preferring work to idle talk. He created many of the artifacts used by his family, including his hammer of thunderbolts, Fury, and his wife's hammer, Skull Ringer. In Bleredd's creed, the gifts of the earth exist to be taken and used to create practical works. Bleredd's followers are expected to be strong of body and will. Bleredd encourages the free flow of information; the knowledge of smithcraft should never be hoarded but taught freely to anyone with a talent for it. Those who are miserly in sharing what they have learned ought to be punished.

Boccob

Boccob is the god of magic, arcane knowledge, balance, and foresight. He is known as the Uncaring, the Lord of All Magic, and the Archmage of the Deities. All times and places are open to him, and he has visited many alternate realities and planes unknown to the wisest of sages, places even the Elder Evils avoid. His symbol is an eye in a pentagon; usually this is worn as an amulet.

Boccob is usually portrayed as a middle-aged man with white hair who wears purple robes decorated with golden runes. He always carries the very first staff of the magi with him. In addition, he knows every spell ever created and can travel to any time and dimension. He is the possessor of the only magical library that contains a copy of every potion, spell, and magic item in existence.

Bralm

Bralm is the Suel goddess of insects and industriousness. Her symbol is a giant wasp in front of an insect swarm.

Bralm's realm, known as the Hive Fortress, is in the Infernal Battlefield of Acheron, in the layer of Avalas. Bralm teaches that everyone has their proper position in society and are obligated to master their prescribed role, even if they don't understand their importance in the greater scheme. She instructs her followers to obey those with higher social positions and greater knowledge. She urges contentment in hard labor and compares her followers to insects in a hive.

Celestian

Celestian is the god of stars, space, and wanderers. His symbol is a black circle set with seven stars. His color is black. An Oeridian god, he is called the Far Wanderer, and is brother to Fharlanghn. It is said that the two followed similar but differing paths. Celestian is neutral good, but his worshippers may be of any good alignment.

Celestian encourages his followers to wander far from home, just as the stars do. Astrology is as much a part of Celestian's faith as astronomy is, and his worshippers are encouraged to discover the secrets within the patterns of the stars and other celestial bodies.

Cyndor

Cyndor is the Oeridian god of time, infinity, and continuity. His symbol is a rounded hourglass set on its side, much like the symbol for infinity.

Cyndor is depicted as a towering, featureless humanoid with powerful block-like limbs. This form symbolizes the inevitability of time itself. Cyndor directs Merikka in her tasks. It is thought that Tsolorandril is his servant. Cyndor's faithful believe in predestination. All time, for them, is a path along a lifeline that Cyndor has already foreseen.

Daern

Daern is the Oeridian hero-deity of defenses and fortifications. Daern's holy symbol is a shield hanging from a parapet. She is often associated with griffins. Daern's priests often advise military leaders on proper placement and construction of fortifications, castles, and keeps. Her priests are valued among rulers who wish to establish stronger borders. The priesthood favors the spear.

Dalt

Dalt is the Suel god of portals, doors, enclosures, locks, and keys. His holy symbol is a locked door with a skeleton key beneath it. Dalt wanders the Outlands, having no permanent realm of his own. Dalt is depicted as either a white-haired old man with piercing eyes or as a young red-haired thief. Dalt is a lesser deity, almost forgotten on the world of Oerth but slowly gaining more followers. He is primarily worshipped by the Suloise people in the southeastern Flanaess.

Daoud

Daoud is the hero-deity of humility, clarity, and immediacy. His symbol is a multi-colored patch of cloth or tangle of yarn, with seven threads, one of each color of the spectrum, extending from the bottom.

Daoud is depicted as an old man with leathery skin and heavy, dark brows. His eyes are black and piercing. He wears the simple, worn clothing of a shepherd, a turban wrapped around his head and a staff in his hands.

Daoud's followers are urged to seek out both good fortune and bad in order to unravel the threads of destiny. They strive to be content with what Fate allows and demands of them, no more and no less. They cut lies with sharp words.

Delleb

Delleb is the Oeridian god of reason, intellect, and study. His symbol is a phoenix-feather quill, or an open book.

Delleb's realm, the Great Library, is in Solania, the fourth of the Seven Heavens. Solania is a place with many scholarly hermitages and monasteries hidden atop high, steep peaks. Delleb's order teaches that the purpose of existence is the accumulation of knowledge, although they are careful to remind others that this does not supersede the sanctity of life.

Ehlonna

Ehlonna is the goddess of forests, woodlands, flora, fauna, and fertility. Ehlonna is known to the elves as "Ehlenestra." Her holy symbol is a rampant unicorn or a unicorn's horn.

Ehlonna is variously depicted as an elven or human woman, and often associates with unicorns and other sylvan creatures. Deep within the Beastlands layer of Krigala is the Grove of the Unicorns, a realm she shares with the like-minded goddess Mielikki. Ehlonna teaches that the animals and plants of the forests are gifts and are not to be stolen. She is often the goddess of rangers and druids and opposes hunters and anyone who would exploit the land for fun or profit.

Erythnul

Erythnul is the Oeridian god of hate, envy, malice, panic, ugliness, and slaughter. He is known as The Many, and is worshipped by gnoll, troll, ogre, and bugbear tribes, in addition to humans. His symbol is a red blood drop, or a bestial mask representing Erythnul's changing visage.

Erythnul is called The Many because, in battle, his features continually shift from human to bugbear to troll to ogre to gnoll and back to human again. His spilled blood transforms into similar creatures. Erythnul delights in panic and slaughter. He can spread fear through his eyes.

Fharlanghn

Fharlanghn, the Dweller on the Horizon, is the Oeridian god of horizons, distance, travel, and roads. He is a well-known deity on the world of Oerth. He wanders that world in person, his petitioners present in spirit form at crossroads and in mysterious oases. His symbol is a disk with a curved line representing the horizon and an upturned crescent above that. He is the brother of Celestian and is said to make his home on Oerth.

Fharlanghn appears as an elderly man. His skin is wrinkled and weathered, but his green eyes sparkle with life. He wears unremarkable, travel-stained clothing of leather and unbleached linen.

He carries the Oerth Disc, a magical version of his holy symbol. Fharlanghn insists that everyone travel in order to discover and learn new things. He urges people to look to the horizon for inspiration.

Fortubo

Fortubo is the god of stone, metals, mountains, and guardianship. Originally a member of the Suel pantheon, Fortubo abandoned the Suloise upon discovering that the Suel were behind the creation of the derro.

Fortubo now favors dwarves above any other race and has relatively few human worshippers. Fortubo's holy symbol is a warhammer with a glowing head, though any hammer will serve.

Geshtai

Geshtai is the Baklunish goddess of lakes, rivers, wells, and streams. Her symbol is a waterspout.

Geshtai is depicted as a young Baklunish woman carrying a clay jug. She stands in a pool of water with Gumus, her fish companion.

Heironeous

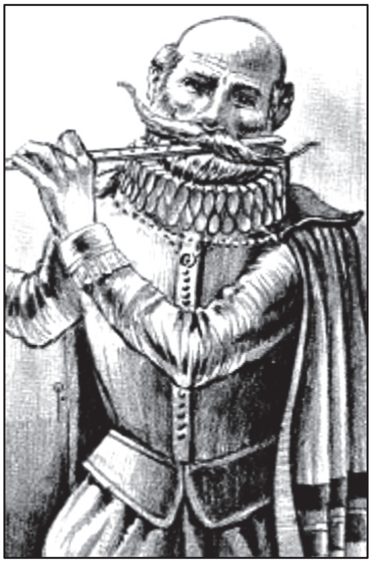
Heironeous appears as a tall human man in a full robe of chainmail so fine that it moves with him like cloth. He has auburn hair and skin the color of copper and is impervious to all but the mightiest weapons due to a secret solution known as meersalm. His signature weapon is a great magical battleaxe, though he has recently taken to the longsword.

The half-brother and sworn enemy of Hextor, Heironeous is the son of Stern Alia, the goddess of Oeridian culture, motherhood, and law. Heironeous sponsored the apotheosis of the paladin Murlynd and remains on very good terms with him.

In general, Heironeous considers all other gods who stand against evil to be allies, while those deities who promote suffering and evil he regards as foes.

Heironeous's realm, known as the Fields of Glory, is in Venya, the third of the Seven Heavens. Heironeous sees the world as a deadly place, filled with perpetual challenges and trials for those who battle for justice and defend the weak and innocent. His followers should always act with honor and chivalry, and to uphold justice. Danger is to be faced head-on, with calm and resolve.

Heward



Heward appears as a human male of uncertain age - both youthful and elderly at once. He is lively, athletic, strong, and quick, with rosy cheeks and a wrinkled forehead. His bald head is offset by a small beard and luxurious mustache of sandy-brown. He tends to dress either shabbily, or in fine garb which is long out of style. However, if he wishes to go unnoticed, Heward can appear quite nondescript.

He seldom carries weapons or wears armor. He often carries pitch pipes and tuning forks, which aid him in his travels to other planes.

Heward's eccentric dwelling is said to be extradimensional in nature, far, far bigger inside than it appears from outside, and a nexus between many alternate worlds, planes, and times.

Hextor

Hextor is the Oeridian god of war, discord, massacres, conflict, fitness, and tyranny.

Hextor is often depicted as a hideous, gray skinned, six-armed humanoid bearing two large tusks jutting from its lower jaw wearing armor clad with skulls. He wields a weapon in each hand: a spiked flail, a battle axe, a battle pick, a longsword, a mace, and a falchion. His other form is that of an athletic young male, with dark hair and light skin. Hextor's realm is the citadel of Scourgehold on the plane of Acheron.

Incabulos

Incabulos is the god of plagues, sickness, famine, nightmares, drought, and disasters. His unholy symbol is the magic icon called the "Eye of Possession," a green eye in a red diamond.

Incabulos's appearance is said to be absolutely terrifying: a deformed body, skeletal hands, and a face from the worst nightmare. Incabulos hates all other gods except for Nerull, the death-god who finishes the work Incabulos starts. Incabulos regards him with total indifference. Incabulos's realm, known as Charnelhouse, is located on the first layer of the Gray Waste, Oinos.

Istus

Istus is the most powerful of the Baklunish deities, but aloof from mortals and immortals alike, concerning herself only with the fate of the universe. She is depicted in three different ways. The first is as an old crone, the second as a mature and haughty noble dame, and the third as a cold and unfeeling young maiden. She carries a golden spindle (her holy symbol), with which she spins the future into the present, thus weaving the web of fate.

Istus holds herself aloof from all other gods, even those of her own pantheon. The mendicant Daoud was a servant of the Lady of Our Fate in life. Istus is said to have a strange companion, a cloudlike being who is a prince from the Demiplane of Time.

Istus dwells within the Web of Fate, which is thought by some to be a realm in the Outlands and by some to be a pocket universe beyond the known cosmology, or perhaps a demiplane within the Ethereal Plane. All times and places are open to Istus as long as she holds her spindle; if she loses it, she must return home immediately.

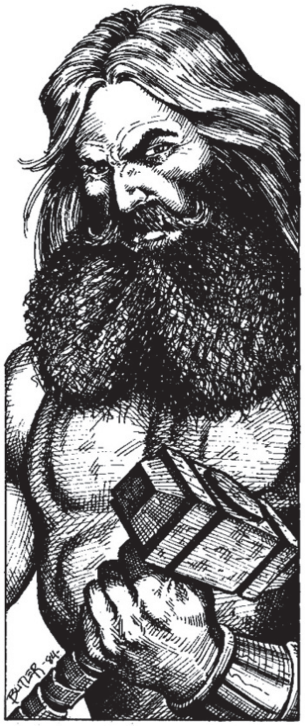
Iuz

Iuz is the chaotic evil demigod of deceit, evil, oppression, pain, and wickedness. Iuz is variously called "The Old One" and "Old Wicked," among other titles. Unlike most Greyhawk deities, Iuz makes his home on Oerth, where he rules a broad swath of the Flanaess known as the Empire of Iuz.

Iuz is the cambion child of the demon prince Graz'zt and Iggwilv, the so-called "Witch Queen of Perrenland." He is an ally, and sometimes lover of, Zuggtmoy, Demon Queen of Fungi.

Iuz was originally a strikingly handsome cambion. In the epic battle that resulted from Graz'zt striking out against Iggwilv in a bid for freedom, Iuz's handsome form was split into two "halves." He can either appear in the form of a gnarled, old human male, or as a bloated, red-skinned demonic figure. In his demonic form, he is seven feet tall, with reddish skin, pointed ears, and long, steely fingers. In his human form, he is barely five feet in height, and can attack with a disgusting spittle that withers all that it touches.

Jascar



Jascar is the Suel god of hills and mountains. His holy symbol is a snow-capped mountain peak.

Jascar appears as a muscular human male with a dark beard and breastplate of shining silver. He lacks the color and features of the Suel race, despite his origins.

His visage is said to strike terror into the hearts of goblins and orcs. He is sometimes depicted as a pegasus or a horse. He wields a great hammer, which is the bane of all undead. Jascar is the brother of Fortubo, and a close ally of Phaulkon. He is the sworn enemy of Beltar. Jascar associates little with other gods, who see him as driven and aloof.

Johydee

Johydee is the Oeridian goddess of deception, espionage, and protection. Her sacred animal is the chameleon. Her symbol is a small stylized mask of onyx.

Johydee can take any form, but usually appears as a young woman with grey eyes and honey-blonde hair. Though she comes off as mischievous and flighty, this is little more than a mask to hide her true intentions. Her allies are few, and she never sides with evil. Followers of Johydee are urged to protect themselves with many layers of deception, keeping their true intentions hidden from the knowledge of their enemies, and to know more of their foes than their foes know of them. They are taught to judge well the time to strike and the time to flee. They are also expected to help those they are sworn to protect.

Joramy

Joramy (also called the Raging Volcano and The Shrew) is the goddess of fire, volcanoes, wrath, and anger. She is neutral, and even tending towards neutral good. Her holy symbol is a stylized volcano or pillar of flame.

Kelanen

Kelanen is the hero-deity of swords and swordplay. Possibly the most popular hero-deity in the Flanaess, Kelanen's symbol is nine swords arrayed in a star shape, points outward.

Kelanen is traditionally depicted as a fair-skinned human male bearing a silvery scar on the right side of his face, though he can appear in any humanoid form. His true form is slender and sinewy, just under six feet in height. He wears elfin chain mail and prefers garments of gray or blue-gray, wearing ornaments of silver or platinum.

Kelanen is always accompanied by his intelligent swords, Swiftdoom and Sureguard.

Keoghtom

Keoghtom is the hero-god of secret pursuits, natural alchemy, and exploration. His symbol is a round disk, bisected by an upward-pointing arrow.

A jack of all trades, Keoghtom has mastered hunting, alchemy, and the Old Lore of the bards. He has traveled throughout the Flanaess and now walks the boundaries and trails of the Outer Planes.

Keoghtom most often appears as a young human male of slight build, wearing elven leathers or fine clothes of silk.

Kord

Kord is the Suel god of athletics, sports, storms, brawling, strength, and courage. His symbol is an eight-pointed star composed of spears and maces. Kord is depicted as a hugely muscular man with a red beard and long red hair. He wears a fighting girdle made from a red dragon's hide, gauntlets from a white dragon's hide, and boots from a blue dragon's hide. He wields the greatsword Kelmar in battle. Kord is sometimes depicted by his urbanized faithful as a more civilized athlete or wrestler.

He is the son of Phaulkon and Syrul, and the grandson of Lendor. He is a foe of dragonkind, especially lawful evil dragons. Kord's favorite heralds are titans. His allies include huge earth elementals.

Kord is the most popular of Suel deities, and his followers are found throughout the Barbarian States of the Thillonrian Peninsula, northern Ulek, Keoland, Almor, Aerdy, Hepmonaland, the Amedio Jungle, Lendore Isle, and in the Bandit Kingdom city of Alhaster.

Kurell

Kurell is an Oeridian god once loved by Atroa, but he spurned her to pursue Sotillion, his brother Zilchus' lover. This failure caused him to lose both goddesses as well as the favor of his brother. Now, his jealous feelings keep him alone, even though the others involved would surely forgive him if he would ask. His only allies are the more temperamental, morose, and reactionary deities Joramy, Ralishaz, and Trithereon.

His symbol is a grasping hand holding a broken coin. He is a patron of thieves although other gods such as Norebo and Olidammara are more popular than he, which makes him jealous and fills him with an irrational fervor to steal away their worshippers.

Kyuss

Kyuss is a demigod concerned with the creation and mastery of the undead. Known as the Bonemaster, the Wormgod, the Worm that Walks and the Herald of the Age of Worms, his symbol is a skull erupting with writhing green worms.

In his divine form, Kyuss appears as a towering humanoid shaped entirely of green Kyuss worms, with two blazing eyes peering from beneath the hood of his ragged cloak.

Lendor

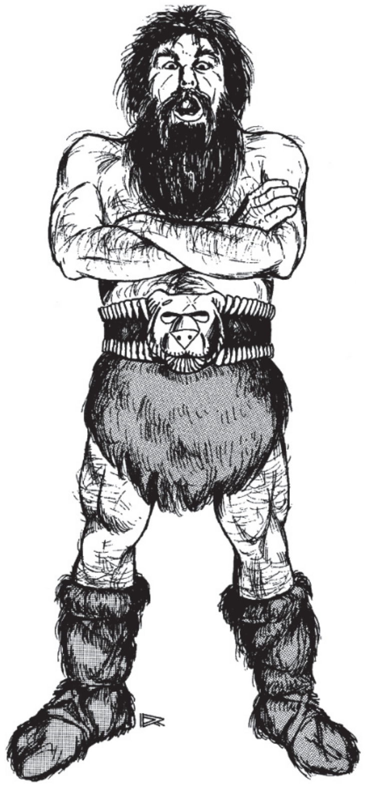
Lendor is the Suel god of time, tedium, patience, and study. His holy symbol is a crescent moon superimposed upon a full moon surrounded by stars. Though the exact number of stars varies, it is usually fourteen. Lendor is a distant deity, seeming to care little for the affairs of the world. He considers himself superior to other deities, especially his children. He has the ability to banish or undo the magic of any of his brood.

Lirr

Lirr is the Oeridian goddess of prose, poetry, literature, and art. Her symbol is an illustrated book. Lirr is usually depicted as a fresh-faced Oeridian woman with dark blue eyes and long black hair.

The goddess carries a tome that can show any prose, poetry, spell, or artwork ever created. Lirr gladly cooperates with all who respect knowledge, learning, and the arts, and opposes those that would destroy knowledge and art or hide it from others.

Llerg



Llerg is the wild man of the Suel pantheon, the savage force of nature. In legends he is often an adventuring companion to Kord, who mostly takes a support role in fights and among people but is the unquestioned master in the wilderness.

The most uncivilized god in the Suel pantheon, Llerg ignores most other gods, seeing them as too civilized, but has a friendly rivalry with Kord and a hatred for Telchur. He is shown as a strong, shaggy man wearing furs and a fighting girdle or as a great bear, snake, or alligator. These animals are sacred to him, and they are his three holy symbols.

He fights with a battle axe or in one of his animal forms. He is popular among the jungle savages, who call him Hlerg.

Llerg supports barbarians defending their lands against encroaching civilization. Llerg's clerics choose one of his sacred animals as their totem animal. They act as intermediaries when tribes meet, and range far in search of prey when times are lean for their tribe. They bless weapons, warriors, and sites of battle to ensure victory, and in more peaceful times they train young warriors in armed and unarmed combat. Some clerics see visions and travel to find the meaning of what they have seen.

Lydia

Lydia is the Suel goddess of music, knowledge, and daylight. Her holy symbol is a spray of colors from an open hand. She is depicted as a dynamic, white-haired woman with clear blue eyes. She wears a white gown trimmed in silver and gold. She is constantly surrounded by a sphere of force.

Lydia interacts with many other deities, exchanging songs and information. She opposes Pholtus, feeling that others must see the light of truth without being blinded by it. Her philosophy pleases Trithereon, who similarly presses for the freedom of the individual.

Merikka

Merikka is the Oeridian demigoddess of agriculture, farming, and the home. Her holy symbol is a basket of grain and a long scroll. Merikka is described as a quiet, gray-haired woman of faded beauty, carrying a basket of grain and holding a scroll.

Merikka is obsessed with dates and cycles. Merikka is a cousin of Velnius, Atroa, Sotillion, Wenta, and Telchur. She reports to Cyndor, who helps her coordinate the proper times to plant and harvest with the gods of the seasons.

Mouqol

Mouqol is the Baklunish god of trade, negotiation, ventures, appraisal, and reciprocity. His symbol is a set of scales and weights.

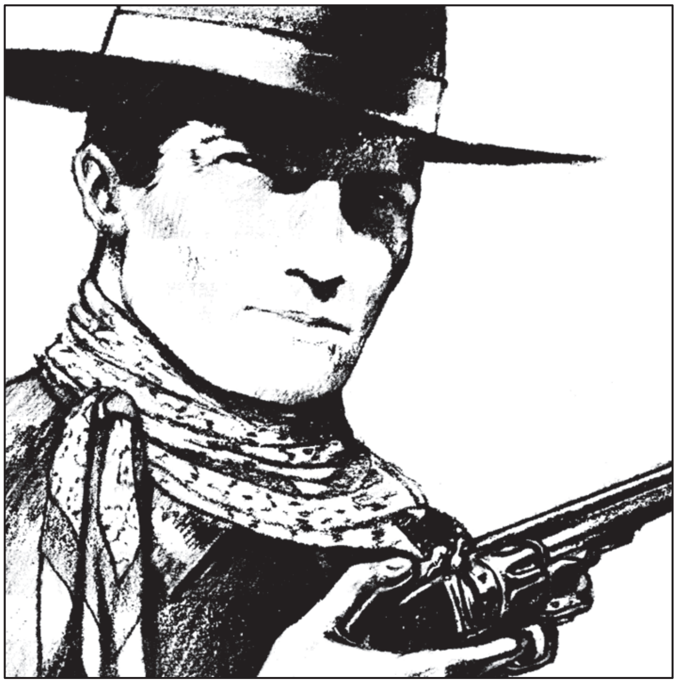
Mouqol is a neutral deity; in the ancient war between Darkness and Light that resulted in the Baklunish Hegira, he refused to take a side, trading with both antitheses.

Mouqol is a skilled bargainer, able to haggle skillfully even with the notoriously tricky and sly genie races. Mouqol's greatest talents, however, are his ability to discern the true desires of his clients and procure rare items from exotic and seemingly impossible sources.

Mouqol takes the side of neither the gods of good nor the gods of evil. As he does with the rest of the Baklunish pantheon, Al'Akbar remains subordinate to Mouqol in the divine hierarchy.

Murlynd

Murlynd appears as a handsome Oeridian male with weathered features, clothed in worn leather and weaing a light-colored hat of a type unfamiliar to the Flanaess.



He appears aloof and taciturn, though he is quite personable among his allies. Murlynd is dangerous only when provoked by evil beings. He is known to wield a longsword, battle axe, or crossbow, as well as weapons of more unusual make. Murlynd is especially fond of a pair of strange, hand-held weapons that emit powerful projectiles. He has referred to these weapons variously as “45’s,” “six shooters,” and “hog legs.”

Murlynd was sponsored to godhood by Heironeous. He is also known to be an ally of Celestian, Phaulkon, Zagyg, Heward, Keoghtom, and Mordenkainen. Iuz is one of his most fierce enemies.

Murlynd encourages others to learn from the advancements of civilized races in order to improve the lives of the common folk. His followers will not use inferior items if superior ones are available to them; they are commanded to protect the weak and innocent and to act with honor. They are always to consider Heironeous’s followers their allies and Hextor’s followers their enemies.

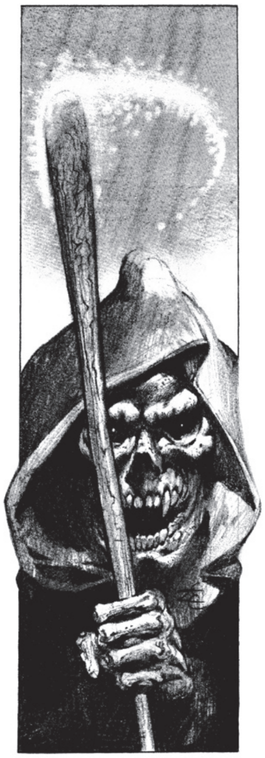
Murlynd’s priests strive to uphold the virtues of law and good, and often work with the clergy of Heironeous toward this end. They use their knowledge of technology to aid the common man and are encouraged to invent new devices and improve upon old ones. They work to destroy extremely dangerous magical or technological devices, and often find themselves working toward this end with followers of Phaulkon.

Myhriss

Myhriss is the Flan goddess of love, romance, and beauty. Her symbol is the lovebird.

Myhriss is shown as a Flan woman just reaching adulthood, a garland of flowers in her hair. She has two aspects, a dark-haired, intimidating woman wielding a whip and a golden-haired, gentler woman wielding a shortbow.

Nerull



Nerull is the Flan god of death, darkness, murder, and the underworld. He is known as the Reaper, the Foe of All Good, the Hater of Life, and the Bringer of Darkness. His symbol is a skull and scythe.

Nerull is usually seen as a black-robed skeleton, with a rust-red body and green, ropy hair. He carries a staff called "Lifecutter" that at his command grows a scythe blade made of scarlet energy. His alignment is neutral evil. Nerull is the patron deity of those who seek the greatest evil for their own enjoyment or gain.

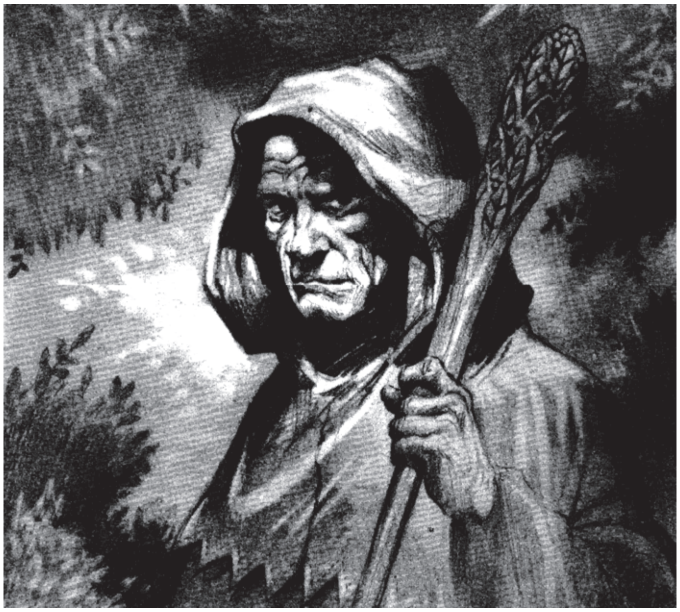
Norebo

Norebo is the Suel god of luck, gambling, and risks. Norebo is one of the most popular Suel gods, perhaps second only to Kord. His symbol is a pair of eight-sided dice.

Norebo is depicted as a human male of average height, features, and build. He can assume the forms of animals, and often does so when wishing to remain hidden. Norebo is known for his love of dice games, and his willingness to bet on nearly anything.

Obad-Hai

Obad-Hai is the god of nature, woodlands, hunting, and beasts, one of the most ancient known. He is often called the Shalm. He is also considered to be the god of summer by the Flan. Originally a Flan deity, Obad-Hai is most favored by rangers, druids, and other nature priests. His holy symbol is a mask of oak leaves and acorns.



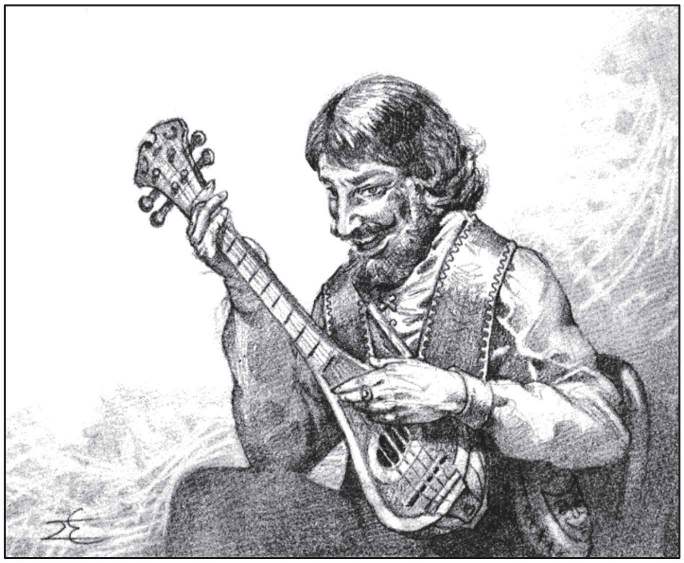
The Old Faith

The Old Faith is the chief druidic order in the Flanaess. Though strongly associated with the faiths of Beory and Obad-Hai, the Old Faith also encompasses other deities, principally those concerned with natural phenomena. A quartet of gods representing the seasons is common, though the identities of these deities vary from culture to culture.

The Old Faith is closely associated with the bards of the Old Lore, to whom they entrust many of their secrets. The druids of the Old Faith are more loosely allied with the Rangers of the Gnarley. Their alignments differ, but their goals are compatible.

Olidammara

Olidammara is the god of music, revels, wine, rogues, humor, and tricks. He is often called the Laughing Rogue. Olidammara is one of the more eccentric gods of Oerth. The Laughing Rogue is often involved in good-natured schemes involving the other gods (less good-natured for the more evil deities), with repercussions that can make life difficult for his faithful. He has few proper priests but is held in high regard in almost all non-evil regions of the Flanaess.



Osprem

Osprem is the Suel goddess of Sea Voyages, Ships, and Sailors. She is often depicted as a beautiful woman in a flowing gown, or as a dolphin, barracuda, or sperm whale. In human form, she wears a ring carved from a whale's tooth, a gift from the grandfather of all whales. She is the occasional companion of Xerbo.

Pelor

Pelor is the god of the sun, light, strength, and healing. He is known as the Shining One, and the Sun Father. He is known as the creator of much that is good. His holy symbol is a face in a sun.

A Flan deity, Pelor is worshipped throughout the Flanaess. He rides a mighty ki-rin named Star Thought, summoning eagles to aid him, and destroying evil with bolts of light. He is depicted as an older man with wild golden hair and beard, dressed in robes of shining white.

Phaulkon

Phaulkon is the Suel god of air, wind, clouds, birds, and archery. His symbol is winged human silhouette.

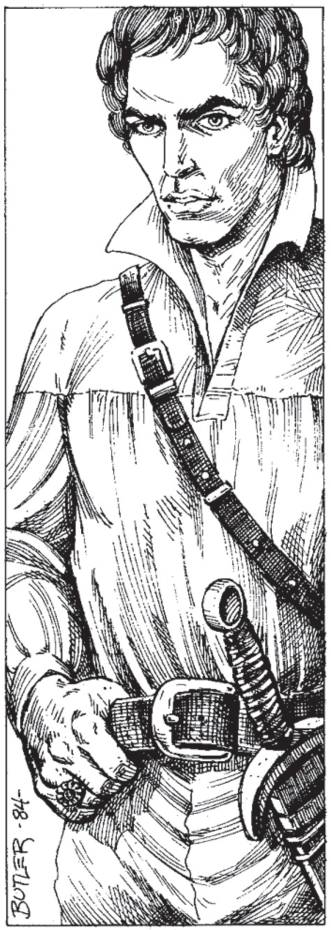
Phaulkon appears as a powerful winged man, clean-shaven and bare-chested. Among the gods of the Suel, Phaulkon is regarded as second only to Kord in fighting prowess. Though he resides on Arborea, he often visits the plane of Elemental Air. Phaulkon is the son of Lendor, and fathered Kord upon Syrul. He is a staunch ally of Jascar, Murlynd, Atroa, and Aerdrie Faenya. He is very active and dedicated to the eradication of evil.

Pholtus

Pholtus is the Oeridian god of light, resolution, law, order, inflexibility, the sun, and the moons. His symbol is a silvery sun with a crescent moon on the lower right quadrant.

Pholtus, appearing as a slender man in a white robe, represents unyielding law and order, even in the face of the unusual or frightening. He abhors compromise almost as much as he does chaos. He is a rival of St. Cuthbert, whom Pholtus regards as too pragmatic and emotional. Many of Pholtus's clerics act as judges and arbiters, where they are known for their adherence to the letter of the law.

Pholtus himself appears as a tall, slender man with pale skin, flowing white hair and bright blue eyes burning with the fires of devotion. He always wears a silky white gown and a cassock trimmed with gold and silver, embroidered with suns and moons.



Phyton

Phyton was once like most other nature deities, but now represents man's dominance over nature, which pits him and his followers against druids, other nature gods, and others who would protect the wild from mankind's depredations. For this reason, he is a foe of Obad-Hai. Wee Jas also bears Phyton great enmity, for his dominion over beauty.

Phyton teaches that the nature in its natural, untouched state can only be made more beautiful by the hand of mankind. Therefore, gardens, crop fields, and swamps drained for fertile soil are no less wondrous than mountains and forests. He also teaches that animals should be domesticated whenever possible, but those which prove harmful to man or his works should be destroyed.

Phyton is most often depicted as a tall, handsome man, slender and youthful-looking, though he can appear as any creature of the forest.

Procan

Procan is the Oeridian god of seas, sea life, salt, sea weather, and navigation. His holy symbol is a gold and coral trident above or piercing a cresting wave.

Procan is an ancient, primal god. He is wild and tempestuous; he can be benevolent or malevolent at turns, but generally cares nothing for humanity unless carefully propitiated - and perhaps not even then. He is the embodiment of mercurial winds and uncertain fate. He is greedy and possessive of the wealth that comes to his domain, whether from deliberate offerings or sunken ships. He is an elder god, almost like a titan, though he roams the cosmos freely.

Procan is portrayed as a muscular man with blue-green skin and hair. His eyes are golden, glinting like sunken treasure. He carries a large spear dripping with seaweed.

Pyremius

Pyremius is the Suel god of assassins, fire, poison, and murder. His symbol is a demonic face with ears like a bat's wings.

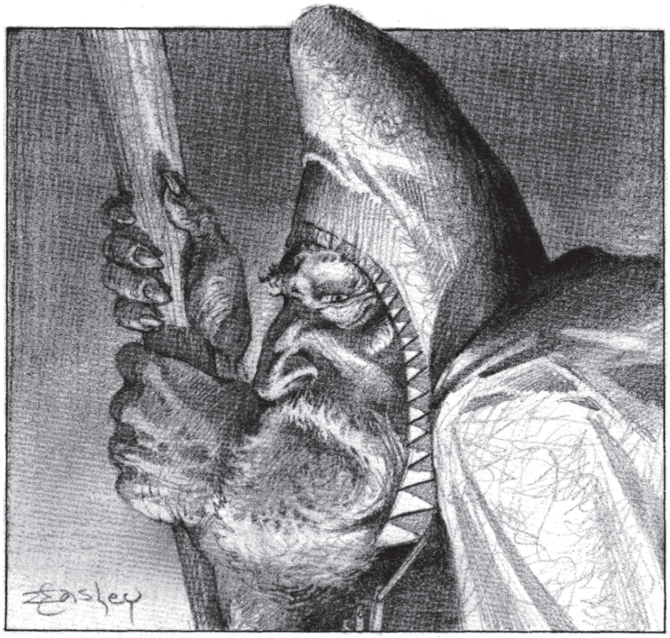
Pyremius is depicted as a hideous human with a bald, jermlaine-like head. He wears large bracers of brass. He wields a sword, the Red Light of Hades, and a whip called the Viper of Hades. Pyremius's closest allies are the goddess Syrul and the Oinoloth Mydianchlarus. He is distrustful of all other gods; he remembers how he betrayed Ranet, the previous Suel deity of fire, and doesn't wish for the same thing to happen to him. Geshtai particularly loathes him.

Ralishaz

The prophet of chance and madness, Ralishaz is a Baklunish god, a warning that striving can go wrong but also a temptation to find the grain of truth in madness. He has no mosques and few shrines.

Ralishaz is ever-changing (hideous to beautiful, female to male), but he usually appears as an oddly dressed beggar. He carries nothing but his wooden staff; his holy symbol is three sticks of bone, derived from divination and gambling tools,

He rewards or punishes those that rely on chance or take great risks, seemingly at random. He is the god of insanity; many debate whether his appearance and whims are truly random or just madness. He shuns other gods, although he does not seem to be hateful of them.



Clerics of Ralishaz are a curious combination of fatalism and recklessness, stoicism, and wild endeavor, depending upon how they feel their place is in the world at that moment. They live charmed lives, although when misfortune hits them it hits hard. They preside over places of gambling, although most patrons are unsure if their presence wards off bad luck or draws it. They travel when their divinations indicate they should, or at the roll of a die. They are often mean-minded or cruel, not seeing the point of friendliness to someone who will eventually be cursed by bad luck.

Rao

Rao is the Flan god of peace, reason, and serenity. His holy symbol is a heart-shaped mask with a calm expression, or a simple white heart crafted of metal or wood. His followers are called Raoans.

Rao is often depicted as an old man with bushy white hair, dark skin, slender hands, and a peaceful smile. Any time an offering of peace is made, Rao grows a day younger. With a mere glance, he can cause any being to fall into agreeable calmness; even Nerull is not immune to this. Rao is rarely seen without his Serene Staff, an undersized shepherd's crook that he wields as a horseman’s mace.

Rao is an ally of Heironeous, Pelor, Zilchus, and Saint Cuthbert, and an enemy of Iuz and Incabulos. Rao is served by Zodal, lesser god of Mercy, Hope, and Benevolence. Allitur is said to be his younger brother. Rao treats Saint Cuthbert as a younger brother as well, and he may have originally brought the saint to Oerth from another world. Raoan priests gently chide priests of Zilchus for their worldliness, while clerics of Zilchus claim that Raoans are too idealistic, but there is genuine affection between the two groups. He is disliked by the tempestuous Joramy.

Rao teaches that the greatest gift is reason, which leads to discourse, which leads to peace, which leads to serenity. For those who refuse to see reason and resort to violence first, action - governed by reason and wisdom - is required to restore the peace. Sometimes this action is violent, regrettably.

Rao's priesthood urges their followers to reject strong emotion for the calm and serenity of inner peace. Only when the foundations of law and good are threatened should they take to the battlements. When Raoans are stirred to battle, however, their foes find them a difficult challenge: calm, implacable, and utterly convinced through the power of reason of the righteousness of their cause. Though slow to act, Rao's followers act surely, carefully, and with great force.

Raxivort

Raxivort is the patron god of the xvarts. He also acts as a patron of wererats, bats, and rats. His symbol is a fiery blue hand.

Raxivort resembles a xvart of great hideousness (even for a xvart). His skin is bright blue and his eyes glow with orange light. He wears silken garments over blue chainmail, which shimmer as if aflame. He carries small, bladed weapons such as knives and daggers, as well as his falchion, the Azure Razor. Raxivort can also take the form of a rat or a giant bat.

Raxivort's realm, the Black Sewers, is in Pandesmos, one of the layers of Pandemonium.

Rudd

Rudd is the Oeridian goddess of chance, good luck, and skill. As the Great Gambler, she knows every card game invented. Rudd avoids completely cerebral games like Dragonchess, finding them too easy. Rudd's holy symbol is a bull's eye target.

Rudd's priests advocate "making" their own luck by relying chiefly on their skills, yet they'll never rule out the long shot.

Her clerics do not abide cheaters but teach secretly that cheating is acceptable if you don't get caught, as successfully cheating can also be a skill. In Rudd's theology those who can recognize and take advantage of good luck may become heroes, while those who mistake bad luck for the good are merely fools.

Rudd is depicted as an athletic, trim, Oeridian woman (though with some obvious Suel blood) garbed in form-fitting clothing with a long cloak of blue. She is young and invariably smiling. She has short black hair. She wields a shortsword named Keleshe, a dagger, and shortbow.

Rudd is on good terms with her mentor, Olidammara, and Norebo (said by some to be her father), but opposes Iuz, Zagyg, and Ralishaz. She doesn't get along well with Istus, as Rudd has a big problem with the idea of predestination.

Saint Cuthbert

Saint Cuthbert of the Cudgel is the combative deity of common sense, wisdom, dedication, and zeal.

Rumored to have once been a mortal man, Saint Cuthbert is an intermediate deity. Saint Cuthbert hates evil, but is more concerned with law and order, with converting the uninformed, and preventing backsliding among the faithful.

Saint Cuthbert is a foe of many evil deities, including Iuz and Vecna. He also has an intense rivalry with Pholtus, a similarly intolerant though good-leaning god. Saint Cuthbert is strongly allied with Rao. He is an ally of Delleb, Heironeous, and Pelor as well.

Cuthbertines (that is, worshippers of Saint Cuthbert) are most prevalent in the central Flanaess. The saint has churches in Dyvers, Furyondy, the Gran March, the Free City of Greyhawk, Keoland, Perrenland, the Shield Lands, Tenh, the Principality of Ulek, the County of Urnst, the Duchy of Urnst, Veluna, and Verbobonc. These churches can be large cathedrals, but most commonly are wayside shrines and small, crude chapels.

Saint Cuthbert's priesthood is divided into three major orders:

The Chapeaux, whose symbol is a crumpled hat, seek to convert people into their faith. They are equally divided between lawful good and lawful neutral characters. Paladins of Saint Cuthbert, known as Votaries or Communicants, have an honorary position in the Order of the Chapeaux. Their role is not just to convert others, but to actually fight enemies of the faith.

The Stars, whose symbol is a starburst, seek to enforce doctrinal purity among those already dedicated to the saint. Most are lawful neutral, and they do not shy from using mind-reading magic in order to ensure that even the private thoughts of their flock are pure.

The Billets are the most numerous of Saint Cuthbert's clergy. Most are lawful good, and they seek to minister to and protect the faithful.

These are well-beloved by the common folk. Their symbol is a wooden club. The Chapeaux often come into conflict with the Billets because the former order wants to seek new converts while the latter wants to care for the worshippers they already have.

Sotillion

Sotillion is the Oeridian goddess of summer, the south wind, ease, and comfort. Her holy symbol is a winged tiger of pure orange.

Sotillion appears as a beautiful human woman of about twenty-five dressed in diaphanous clothes, accompanied by a winged tiger of pure orange.

Sotillion is the wife of Zilchus, whose prosperity allows her to retain her favorite comforts. Her realm on Asgard's first layer is called the Green Fields. She is also sometimes found in Grandfather Oak in Arvandor.

Sotillion promotes all the joys of comfort: warm weather, good food and drink, pleasant company, good conversation, and relaxing quiet. Stress and hard work should be avoided when possible. One's comforts should be protected and defended with zeal, as a life without comfort is worth little.

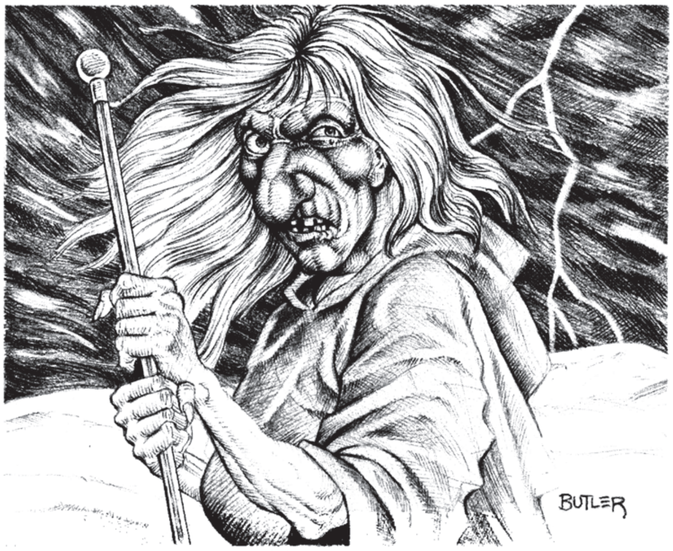
Stern Alia

Stern Alia is the demigoddess of Oeridian culture, law, and motherhood. Her holy symbol is an Oeridian woman's face. Alia is the mother of Heironeous and Hextor, although they have different fathers.

The clerics of Stern Alia organize local militias to fight back against threats, buying time for the professional armies.

Syrul

Syrul is the Suel goddess of lies, deceit, treachery, and false promises. Her holy symbol is a forked tongue. Syrul teaches her forktongues to protect their knowledge by shielding it with lies. They are taught that their tongues are potentially deadlier than any blade. They alternately tell truths and lies as is convenient, and know that betraying a fool is probably the best gift they can be given.



Syrul is described as a smelly, dirty, old hag dressed in tattered clothing. However, this is but an illusion, as her true form is nondescript. She wields Small Lie (a poisonous dagger crafted from the horn of an evil unicorn), and Harsh Truth (a rod of withering made from the crystallized soul of a gold dragon. She is often seen upon Flamedevil, her nightmare mount. Syrul is immune to all illusions and deceptions.

Though Syrul is the mother of Kord by Phaulkon, her only true divine ally is Pyremius. She is also allied with Kurell. She has been a foe of Delleb since long before the Invoked Devastation. She has few other foes, as she is skilled at deception and flattery. She avoids associating with most members of her pantheon, however, suspecting them of hiding something from her.

Telchur

Telchur is the Oeridian god of winter, cold, and the north wind. His symbol is a leafless tree in a field of snow.

Telchur is depicted as a dark-eyed, gaunt man with and a long beard of icicles. Bitter and brooding, the God of Winter strikes at his enemies from the back of a winged albino bull with his icy shortspear. He is also represented with Vexxin, an axe made of ice, as tall as he is; with a great club of bronzewood called Tla, or with a broadsword called Issai. Telchur is said to prefer a frozen forest's calm tranquility to the sound of an icy wind screaming through the mountains.

Telchur teaches that while spring and summer bring life and cause it to flourish, winter always lies at the end, stilling life and preventing new life from emerging from the frozen soil. The cold northern wind shrouds all, draining life from man and beast alike, blowing out the flames of hope, leaving naught but infinite white silence.

Tharizdun

Tharizdun is the god of eternal darkness, decay, entropy, malign knowledge, insanity, and cold. As the Dark God, he is described as an incorporeal wraith form, black and faceless. Tharizdun's holy symbol is a "black sun with variegated rays" or an inverted ziggurat.

Tharizdun is sometimes worshiped as an entity called the Elder Elemental Eye, but few of these worshippers recognize the two as being the same entity. The Elder Elemental God is described as a huge, mottled, tentacled being, or as a pillar of vast elemental force with a body of burning magma, radiating steam.

It is believed that Tharizdun has no allies, given his desire to destroy the entire universe. Should he ever escape from his prison, it is thought that even the evillest of deities would work with their good counterparts to return Tharizdun to his prison. However, the Dark God has been known to work his will secretly by employing various demons (with or without their knowledge) to do his bidding. Examples of fiends so used include Iuz and Zuggtmoy, and the Princes of Elemental Evil. On Oerth, Tharizdun is particularly opposed by Pelor and Boccob.

Tharizdun's doctrine is to destroy all and everything encountered. Tharizdun's worshippers are often insane. Their ultimate goal is to free their dark deity from his prison. He is rumored to be worshiped by the Scarlet Brotherhood, though these followers are actually a splinter sect of the organization known as the Black Brotherhood or The Blackthorn.

His clerics are extremely secretive and trust only fellow cultists. They lead foul rituals, including human sacrifice, and search ancient sites for clues to freeing their deity. Due to Tharizdun's imprisonment, his priests must remain in contact with a site or object holding some of the Dark God's power in order to use their magic. Those priests who follow Tharizdun's Elder Elemental Eye aspect use a weapon known as a "tentacle rod" (a rod topped with animate tentacles).

Trithereon

Trithereon is the god of individuality, liberty, retribution, and self-defense. His holy symbol is the Rune of Pursuit, which resembles the triskelion.

Trithereon is depicted as a young man with red-gold hair, tall and well-built, wearing a chainmail shirt with clothes of blue or violet. He is armed with three magic weapons: a sword named Freedom's Tongue; a spear called Krelestro, the Harbinger of Doom; and a scepter known as the Baton of Retribution.

Trithereon is a foe of evil and oppression. His love of freedom sometimes causes him to come into conflict with other good deities, such as Pholtus and Heironeous. Bralm hates Trithereon for his promotion of individualism. He is allied with Kurell and Pelor, and is pleased with Lydia's philosophy of individual empowerment through learning.

Trithereon's realm in the first layer of Arborea is called the Forking Road - it exists as part of every road on the layer, granting visitors a glimpse of the major paths in their lives.

Trithereon's clerics are rugged individualists, never afraid to question authority. Those in cities instruct commoners in self-defense and recruit like-minded thieves and rangers for the cause of individual liberty. Those in rural areas act as scouts or spies against despotic lords or murderous nonhumans. Both sorts keep close watch on Lawful religions lest they become too powerful.

Those who venerate Trithereon strive for liberty for themselves and others. His clerics work fervently to end tyrannical regimes or free those in slavery. Followers of Trithereon must often travel in secrecy to avoid harassment from those in positions of power. It is said by some that no ruler ever feels entirely secure when a shrine to Trithereon lies within his borders.

Ulaa

Ulaa is the goddess of hills, mountains, and gemstones. Her holy symbol is a mountain with a ruby heart; she places rubies in the earth as gifts to miners, who do her husband's work.

Ulaa is depicted as a dwarven woman with gnomish facial features. She wields a mighty hammer called Skullringer.

Ulaa's realm in the Outlands is called the Iron Hills. She also spends time in the Seven Heavens. Her husband, Bleredd, is said to dwell with the gnomish gods in the Twin Paradises.

Vatun

Vatun is the god of northern barbarians, cold, winter, and arctic beasts. His symbol is the sun setting on a snowy landscape.

Though rather popular among the Suel barbarians of the Thillonrian Peninsula, Vatun was not worshipped by the Suloise Imperium and is not generally considered part of the Suel pantheon.

Vatun appears as a massive Suel barbarian dressed in the skins of polar bears. His beard is made of snow and ice, and his breath is a frozen fog. He wields a mighty battleaxe called Winter's Bite, made completely of ice. Vatun's only allies are his brother, Dalt, and the Suel god Llerg. His enemies include Telchur, Iuz, and the archdevil Belial.

Vecna

Vecna was described as a powerful wizard who became a lich. He was eventually destroyed, and his left hand and left eye were the only parts of his body to survive. Vecna's holy symbol is an eye in the palm of a left hand.

Vecna is usually depicted as a powerful magician resembling a desiccated corpse missing his left hand and eye.

Being a secretive cult, there are no real collections of Vecnan teachings. However, copies of the Book of Vile Darkness are highly prized by the cult for Vecna's role in that work's development.

Velnius

Velnius is the Oeridian god of the sky and weather. His holy symbol is a bird perching upon a cloud. Velnius appears as a tall, white-haired, middle-aged man wearing a feathered cloak from which water and bolts of lightning pour.

Velnius teaches that the necessities of life flow from the sky, the "dome of heaven." He brings rain to parched fields and deserts, and allows the sun to dry swamps and muddy roads. Velnius oversees all weather, no matter the wind's direction. All weather is a blessing from the Rainshroud, even droughts and storms; though they bring hardship, eventually they move on to where they are needed.

Velnius is Procan's eldest child, Merikka's cousin, and brother of Telchur, Atroa, Sotillion, and Wenta. He leads his siblings in their duties as the Oeridian agricultural gods. As the most responsible member of his family, Velnius often finds himself supporting or taking over for his siblings when they are lax in their duties or overwhelmed. His family members are his chief allies, though he is also on good terms with many neutral and druidic deities. He opposes his sister Sotillion's brother-in-law, Kurell.

He can be found wandering throughout Elysium's layer of Eronia.

Vinar

The Green Man is an inhabitant of the Prime Material Plane who concerns himself with the plants and creatures of the natural, mundane world. He is also interested in the produce of nature, especially that used in the making of beers, ales, and wines. This is reflected by his symbol which is the hop - foundation of the finest ales.

He adopts many guises (gardener, brewer, forester, etc.) for his dealings with mortals amongst which he favors the simple folk of the countryside. Known by many regional names he is often called upon by peasants and smallholders dependent on the whims of nature to increase their crops and to help them celebrate harvest home in the manner that only he can. They enjoy his appearances as a welcome break from the harshness of daily toil.

The Green Man has few permanent worshippers. Some, however, choose him as their patron deity, although he takes little interest in his followers and will only influence the spheres of natural abundance and then only rarely.

Clerics who worship the Green Man must become moderately intoxicated before sleeping in order to regain their spells.

Wastri

Wastri is the Suloise god of amphibians, bigotry, and self-deception. His symbol is a gray toad.

Wastri appears as a human with froglike features, dressed in clothes of gray and yellow and wielding a glaive-guisarme called Skewer of the Impure.

Wastri teaches his worshippers that humans are superior to all other races. Some humanoid races such as goblins, orcs, and bullywugs are fit to serve humanity as slaves; other races, like dwarves, elves, gnomes, and halflings, must be exterminated.

Wee Jas

Wee Jas is the Suel goddess of magic, death, vanity, and law. Her symbol is a skull in front of a fireball, or just a red skull.

Wee Jas always appears as a highly attractive human female; other than that, details of her appearance vary wildly.

Wee Jas thinks of herself as a steward of the dead. Though she is a relatively benign death goddess, she has no problem with undead being created – as long as they are not reanimated against their will, and their remains are procured in a lawful manner.

Wenta

Wenta is the Oeridian goddess of autumn, brewing, harvest, and the west wind. Her symbol is a large mug of beer.

Wenta always appears as a young, rosy-cheeked, buxom woman with straw in her hair and holding a large mug of beer.

Wenta sends the cool winds of autumn as a signal that it is time to reap the harvest. She advocates staving off winter's chill with beer and ale, and instructs brewers to care for their product as they would a lover. Wenta rewards each day of hard work with pleasantly cool nights, boon companions, and plenty of good spirits to loosen the tongue and quicken the heart.

Xan Yae

Xan Yae is the goddess of twilight, shadows, stealth, and mental power worshiped by some of the Baklunish people who inhabit the lands of Flanaess. Her symbol is a black lotus blossom.

She appears as a Baklunish human of any age and gender, with a slender and graceful build, and wielding a pair of magical falchions that she can shrink to easily conceal.

She is usually dressed in cloth of dove gray, dusty rose, or golden orange. Xan Yae is revered in Ket, the Plains of the Paynims, Tusmit, and Zeif.

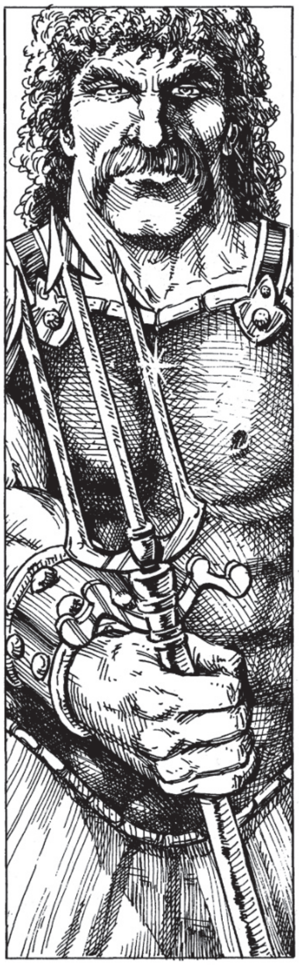
Xerbo

Xerbo is the Suel god of the sea, sailing, money, and business. His holy symbol is the dragon turtle.

Xerbo is depicted as a large man with matted, kelp-like hair, wearing armor made from a dragon turtle's scales.

He wields a trident called Murky Deep. Xerbo is married to the sea-goddess Osprem and is depicted as being a rival to both Procan and Zilchus.

Xerbo is worshipped by Suel peoples across the Flanaess, especially the Lordship of the Isles, the Sea Princes, and Sunndi.



Ye'Cind

Ye'Cind is the elven demigod of music and magical songs. He spends most of his time in the realm of Brightwater in Arborea. His holy symbol is a recorder.

Ye'Cind is shown as an attractive elf wearing blue and green clothing. Like his patron Corellon, he is male and female, both and neither.

Ye'Cind teaches that music is an inherent part of the patterns of the multiverse, and that magic and music together can create something superior to either one alone. Ye'Cind's clerics are scholars of music, who know how to play many different musical instruments. Many clerics are also talented composers who can weave subtle magics into their songs and music.

Zagyg

Zagyg (formerly known as "Zagig Yragerne") is the god of humor, eccentricity, occult lore, and unpredictability. His symbol is the rune of insanity.

Zilchus

Zilchus is the Oeridian god of power, prestige, money, business, and influence. His holy symbol is a pair of hands clutching a bag of gold.

Zodal

Zodal is the Flan god of mercy, hope, and benevolence. His holy symbol is a man's hand partially wrapped in gray cloth.

Zodal is depicted as man dressed in simple gray robes with large, careworn hands. He encourages compassion in situations where vengeance and anger might be easier, and defuses the negative emotions of all around him.

Zodal is a servant of Rao and Joramy's estranged lover. He is allied with Heironeous and Pelor. He considers even the most hateful gods to be his friends, believing that with his encouragement they might change their ways.

Zuoken

Zuoken is the Baklunish god of physical and mental mastery. His symbol is a striking fist.

The Pantheon of the Flannae

While the Suel and Bakluni have the oldest recorded calendars, their creation legends are far younger than that of the Flannae. The Flan calendar starts only 2,700 years or so before the present, but their oral tradition goes back to the origins of Oerth.

In the beginning it is believed that only cold darkness and eternal decay existed. A miserable morass embodied by Tharizdun, the Dark God. After many eons of this dark rule it seemed nothing would depose it, but deposed it was, with the arrival of Pelor. In a mighty battle Pelor sundered Tharizdun's reign and with his brilliant countenance swept its foul presence from his sight.

Revealed to him then was the beautiful Beory who had long been hidden in the dark realm. They fell in love and immediately began to dance with joy. Forever and ever they wanted to dance for their love had no limits.

Over time Beory brought forth several beautiful children for Pelor including: Allitur, Berei, Rao, and Zodal. In addition to these children Pelor and Beory brought forth all plants and creatures of Oerth, including the Flannae. The two loved all their children and continued their dance for some time.

Soon, however, Pelor's brother Nerull arrived and cut-in on their merry dance. Cold and jealous, Nerull hated to see the joy his brother evoked. Where his brother brought light, warmth, and life, Nerull would bring darkness, cold, and death. Out of spite, Nerull vowed to take Beory from his brother. Likewise, Pelor vowed to keep Beory to himself and fought bitterly with Nerull.

Over and over the brothers cut-in and took turns dancing with Beory, each trying to win her over. She dared not choose one over the other for, surely, they would kill each other out of jealousy. Instead, she chose to forever share the dance with both brothers.

To the Flan the dance represents the eternal cycle of night and day, life, and death. Alteration of this cycle is viewed with great suspicion. Eclipses, for example, are known as Nerull's Trick and suggest that Nerull has cloaked his brother's eyes from foul deeds.

In one Flan tale Nerull tricks Pelor by throwing a black cloak over his sleeping brother's eyes and stepping into his place. Soon, Beory arrives expecting to dance with Pelor and unwittingly brings forth two children for Nerull. These children were named Luna and Celene.

Infuriated by Nerull's underhanded trick and the brothers constant fighting, Beory vowed to bear no more children for either. After a time, however, Beory bore a child for herself. That child was Obad-Hai. While Beory loved all her children, Obad-Hai was her favorite, for he watched and guarded her least children, the Flannae, and the creatures and plants of Oerth. The last of the Flan gods to be born is one most foul. Iuz. The Old One as he is known was born of a union between the powerful necromancer Iggwilv and the dread demon lord Graz'zt.

The Pantheon of the Suloise

When Lendor first arrived at Oerth he saw a random disorganized world. At once he set about organizing it. He looked upon the skies filled with birds and beautiful clouds. It was here he saw his son Phaulkon, who immediately came into being. Then Lendor looked to the teeming creatures of the sea and saw Osprem. She too came into being. He then looked to the mountains and saw Fortubo, to the beasts of the land and saw Llerg, to the flying and crawling insects and saw Bralm, to the beauty of all things wild and saw Phyton, to the ways of magic and death and saw Wee Jas, and finally to the dark places, pits, and caves and there he saw Beltar. All came to be as his children.

He was dissatisfied with the disorganized and primitive Flan and brought forth a new tribe; the Suloise. As these people quickly developed into a civilization of great complexity Lendor saw more of his children within. First there was their human need for daylight, their love of music, and their hungry pursuit of knowledge. Here Lendor saw his daughter Lydia. As they began their ardent expansion and increased their economic complexity, he saw Xerbo. All appeared to be organized and ran as orderly as Lendor's hourglass. That is when Lendor noticed other children, children he did not want to come into being.

First, he realized there was something he missed in Beltar. She was filled with wicked malice. Panicked, he looked to his creation. Could this oversight be an oversized grain in his perfect hourglass? Sadly, it was.

He looked to his Suloise and found the haphazard Norebo slipping through the lawful organization of his Suel. Then he looked to the hearts of other Suloise. In some he found deceit, false promises, and lies, here he saw Syrul. In others there were even darker children about. Lendor saw poison, murder, and fire in the darkest corners of their hearts. It was here he saw Pyremius. Not wanting to "see" more of these spurned children Lendor looked back to his first children.

With great sadness he realized only Bralm, Fortubo, Jascar, Osprem, and his beloved Wee Jas had maintained their orderly precepts. The rest had been tainted by Beltar's hidden malice, some worse than others. Agonized with failure Lendor drew forth his flaming sword and seared his eyes. With this act he could no longer "see" his children into being and his family was completed. The only god not born of Lendor's sight is Kord. His birth was the result of Syrul's deceitful union with Phaulkon.

The Pantheon of the Bakluni

There is only one greater god in this pantheon for she holds all of the future on her spindles. As Lendor's hourglass lets time pass, Istus unwinds the future and weaves the past for all of Oerth. Few gods dispute this for they are a part of time as well and Istus could easily unravel their existence into nothingness. In addition, Lendor strongly supports her and will do his utmost to prevent interference of her task.

When Istus came to Oerth she already had the entirety of time on her spindles. As she would have it, the Bakluni were brought with her and set about their existence on Oerth. Indomitably faced with fate the Bakluni began treading their path. Only women of the first Bakluni were wise enough to serve Istus. The males of the society struggled to control or appease fate and rarely accepted it. Some even believed that fate could be "good" to them or favor them. But fate is as fate is, uncaring and unalterable.

There are but three other gods in the Baklunish Pantheon: Geshtai, Xan Yae, and Zuoken. These heroic figures have arisen from Baklunish history and legends. Each has been elevated to deity status by the great trials they endured and the large following of Bakluni each has gained.

The Pantheon of the Oerid

The Oerids have the youngest pantheon of all the tribes. The first members of the pantheon to arrive at Oerth were Velnius with his brother Procan and Telchur with his three daughters: Atroa, Sotillion, and Wenta. Procan took to controlling the waters of the seas and Velnius took to looking after the skies. Procan soon took the beautiful Suel god Osprem as his wife and was very happy. Velnius was happy for his brother but also somewhat jealous, for he himself had not found a mate. The lonely god finally decided to go to old-man Telchur and ask to wed one of his daughters.

Telchur was cold and cruel to the young Velnius and refused. Hiding away his three daughters, Telchur, kept Velnius from them. So sad was Velnius and so foul was his mood the skies of Oerth darkened and grew cold. Soon Velnius' filled the skies with his with his cloudy moods and frozen tears. This went on for a great deal of time and nothing would console the god. His brother Procan pleaded with him to cheer up but Velnius would have nothing of the sort and clashed fiercely with his brother. Alas, only a wife could change his mood. Eventually, Telchur was confronted by Beory who would not stand to see her children locked in such an icy embrace. Surely, even Telchur could see the effect he was having on poor Velnius. After much discussion Telchur finally gave-in. Telchur, would allow Velnius to be married to Atroa for 91 days, followed by Sotillion for 91 days, and Wenta for 91 days. Then, in the following 91 days, all of the daughters would stay with their father, Telchur. Beory took the news to Velnius who agreed at once to the proposal. The first bride to Velnius was Atroa. She was very young, beautiful, and free spirited. Upon their marriage Velnius was overcome with joy and his cloudy mood dispersed. Immediately Pelor's bright face shone upon Oerth, melting its icy mantle and bringing life back to the world. The newlyweds were filled with happiness and began their days with joy.

Occasionally, however, the young Atroa would frustrate Velnius with her constant merry making and there would be a great argument. These fights, however, always ended with both lovers embraced in tears.

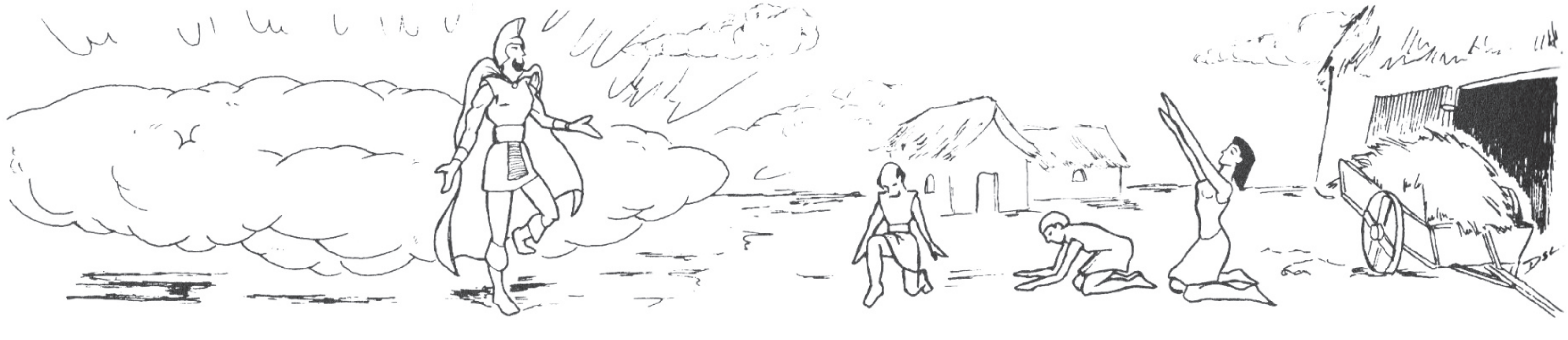
After only a short while Atroa left for her father and Velnius was wed to Sotillion. Not so young as Atroa, she was more mature and independent, but equal in beauty. With a comforting voice and even temper, she maintained a comfortable, warm relationship with Velnius. Her strong independence, however, made her stand forth and reckon with Velnius during disagreements. Sotillion would generally win such arguments and thoroughly vex Velnius. As a result, Velnius would smolder with anger until they reconciled. Finally, Velnius was wed to Wenta, the eldest daughter of old man Telchur. She had the most graceful beauty of all. Her maturity and giving nature suited Velnius very well. However, Velnius well knew that his time with this last, most pleasant, of his wives would soon end. At the designated time Telchur arrived and took his eldest daughter with him. Once again Velnius was thrown into his gloomy sadness and began to weep frozen tears.

Velnius continued to repeat the cycle and had several children by these wives. Atroa gave birth to the brothers Celestian and Fharlanghn and then to Delleb and Pholtus. Sotillion gave birth to the brothers Heironeous and Hextor.

Finally, Wenta gave birth to the brothers Zilchus and Erythnul and the first Oerids. Soon this tribe flourished on Oerth. As the Oerids made their way across the Flanaess they began to settle into more permanent communities. Eventually these communities grew into thriving cities. From these crowded urban areas a few notable figures arose as deities, including Kurell, Raxivort, and more recently Rudd.

The Common Pantheon

This pantheon is made up of gods who are either not a part of the original four pantheons or are of unknown origin. These include: Bleredd, Boccob, Cyndor, Dalt, Ehlonna, Incabulous, Joramy, Lirr, Myhriss, Olidammara, Ralishaz, St. Cuthbert, Trithereon, Ulaa, Wastri, and Zagyg.



Gods of the Dwarves

All of the greater dwarven gods are at least twice as large as normal dwarves, ranging up to Moradin's 20' height. Though some human reviewers have said this is an indicator of an inferiority complex dwarves have about their height, this claim is patently ridiculous. More likely it reflects the dwarves' own sense of self-importance (perhaps a little exaggerated, from the human viewpoint). Dwarves refuse to see themselves as a "minor race," and indeed, there is much to support the view that the dwarves are one of the most powerful of all races (perhaps second only to humanity). Lesser dwarven gods are generally shorter than the greater gods; demigods are roughly normal dwarven height, and no dwarven deity is taller than Moradin, the Soul Forger.

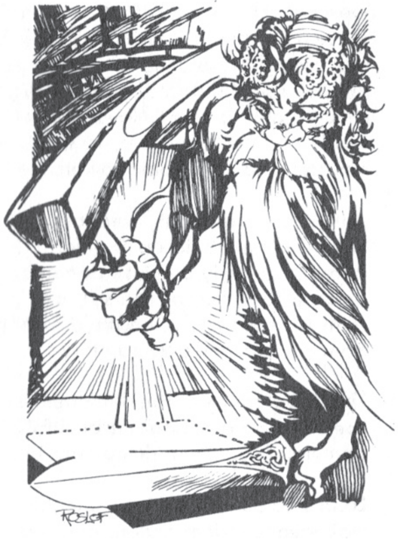
Another interesting aspect of dwarven religion is that the holy symbols used are invariably not living objects: tools, weapons, mountains, minerals, and so forth. This derives in large part from some of the teachings of Moradin, who ruled that the dwarves must hold no other race above them; having an animal as a symbol would then be a way of saying that animal was better than the dwarves.

Likewise, Moradin said that the dwarves should not ever worship each other, so no dwarf or part of one is used as a holy symbol. Dwarves should take pride in their accomplishments and respect the earth from which they originally came; thus tools, weapons, and similar items were developed and used as religious symbols.

Six of the most commonly accepted dwarven deities are described in this text. There are many dwarven gods and demigods, some of which may be connected with certain planes or areas all their own. Every clan of dwarves has a pantheon that will vary from every other clan's pantheon (leaving Dungeon Masters quite free to develop their own pantheons and not worry about anyone else's).

Some final notes about dwarven gods in general: Most of the lesser deities and demigods of the dwarves are connected with the spheres of fighting and warfare, guardianship, the earth, metals, craftsmanship, volcanoes and earthquakes, fire and lava, the protection of the dead, medicine, and strength. There are very few or no deities known in dwarven pantheons governing the sea, the air, and atmospheric phenomena (rain, clouds, stars, etc.), plant life and forests, comedy, animals, and chaos.

Moradin "The Soul Forger"



Moradin is the head of a fairly large pantheon of dwarven deities. (The exact members of this pantheon vary from clan to clan.) It is said that Moradin created the race of dwarves from iron and mithral, forging them in the fires at the center of the world. The dwarves' souls entered their bodies when Moradin blew on his creations to cool them.

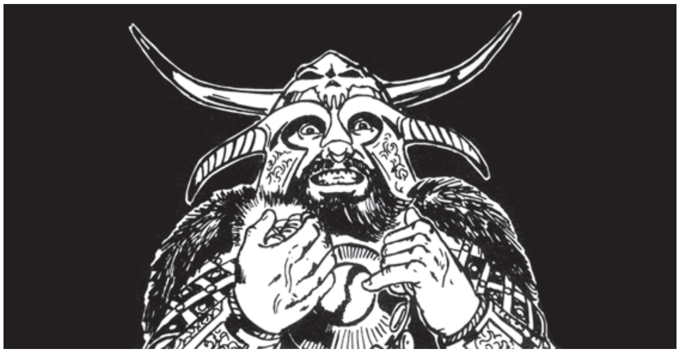
Moradin's symbol and weapon is a huge glowing hammer. It cannot be used by any save the god himself, as it disappears from others' hands and returns to its owner. He wears magical armor and shield of his own making. This equipment cannot be removed from his body by any save Moradin.

The center of a shrine to Moradin is always the great ever-burning hearth and forge. Sacrifices, be they of common or precious metal, are melted down at the forge and reformed into shapes useable by the clergy of Moradin.

Abbathor "Great Master of Greed"

At times, Abbathor has been the ally of the other dwarven gods, but his treachery and lust for treasure make him a dangerous associate. He will never help any non-dwarven deity or creature. He cannot be trusted to do anything but evil unless it suits his own purposes to give assistance.

Abbathor was not always as devoted to evil as he is now. Originally, his sphere of influence concerned the appreciation of valuable gems and metals, not necessarily at the expense of others. He became embittered when Moradin appointed Dumathoin the protector of the mountain dwarves instead of him, and from that day forward has become ever more devious and self-serving in his endeavors, in a continual effort to wreak revenge on the other gods by establishing greed - especially evil greed - as the driving force in dwarves' lives. His home caverns are said to be made of purest gold, which may be a fact or may be a legend born of his reputation for hoarding that which is precious.



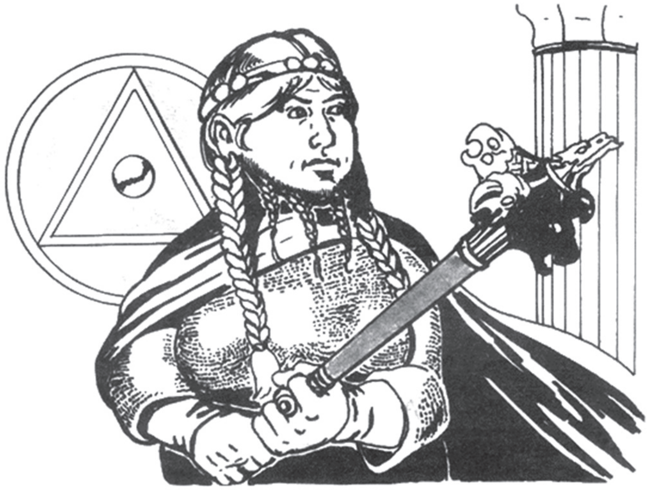
Abbathor's greed manifests itself frequently in his actions. Should he set eyes upon any magical item, or on treasure worth more than 1,000 gp, he will attempt to steal it outright or slay the owner and then take it (50% chance of either specific occurrence).

Abbathor wears leather armor and furs, made from the skins of beings and creatures who have opposed him in the past. He uses a dagger with a diamond blade and jewels set into the hilt. The dagger can detect the presence of precious metals. It can only be used by Abbathor. Abbathor also owns a shield that can *cause blindness* at will.

Abbathor maintains an uneasy truce with Vergadain (see below), with whom he sometimes roams the Prime Material Plane in search of more treasure. If frustrated when attempting to steal an item, Abbathor will try to destroy the item, so as to not be tortured by the memory of his failure.

Berronar "Earth Mother"

The greatest of all dwarven goddesses is usually held to be Berronar, who lives with Moradin in the Seven Heavens at the Soul Forge beneath the mountains. Berronar is seen as the patroness of marriage and love (but not necessarily romance). Her name is often invoked in small home rituals, for protection from thieves and duplicity. But Berronar is not a passive homebody; her efforts to preserve and protect dwarven culture and civilization have spanned many universes, and dwarves of both sexes revere her name.



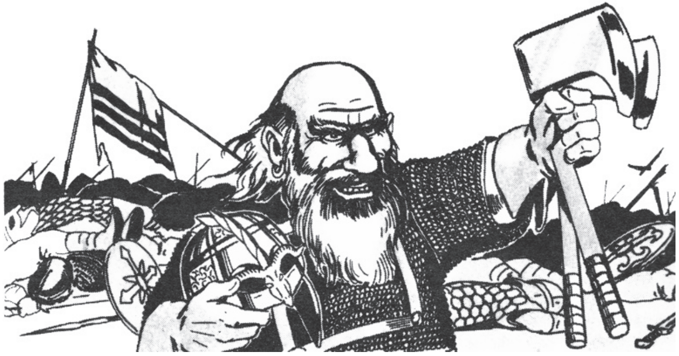
Berronar appears to be a huge dwarf wearing chainmail of bright silver. Her brown beard is braided into four rows. If a braid is cut off, it will re-grow in a single day, and at the end of that day the lock of hair which was cut off will turn to gold (worth 10,000 to 40,000 gold pieces). She sometimes gives locks of her hair to dwarven communities that are exceptionally poor or hard-pressed and otherwise unable to get on their feet economically. This is an extremely rare occurrence, of course, and must be invoked by a lawful good dwarven cleric of the highest level in the colony. If this gold or any part of it is used for other than good purposes, it will all disappear.

Berronar wields a mace of gold and steel that will slay evil thieves and assassins on contact. She wears two silver rings of great power; one prevents anyone from knowingly telling a falsehood within 50' of her, and the other prevents the use of stealth or concealment by any mortals within the same area.

Dwarves have a custom of exchanging rings with those for whom they feel exceptional, mutual trust and love; this independently parallels a human custom used in marriage rituals. This dwarven ceremony is not lightly taken and is almost never undertaken with a non-dwarf except in the most unusual circumstances. Both participants must be lawful good. Berronar is said to have inspired this practice, and several variations of it exist around the dwarven realms.

If a lawful good dwarven fighter appeals to Berronar for aid for a particular purpose and makes an appropriately large sacrifice, there is a 5% chance she will bestow upon the individual the powers of a paladin of equal level for 3-6 days. Only dwarves of exceptionally pure heart will be considered for this honor, and it may be granted only once every 10 years to any individual.

Clangeddin "The Father of Battle"



Bald and silver-bearded, Clangeddin lives in a vast mountain fortress manned by the souls of the finest dwarven warriors. He taught the dwarves many special methods of combating giant-types and passed his knowledge and skills on to the gnomish gods as well.

In the many tales and legends about his deeds, the dwarves portray Clangeddin as a fierce and resolute warrior who never backs down from danger and who refuses to surrender even when all seems lost, many times winning a victory by only the barest of margins.

Clangeddin's most hated enemies are Grolantor (the hill giant god) and the followers of that deity. In the heat of battle Clangeddin is fond of singing, with the intent of both unnerving his opponents and increasing his followers' morale. Clangeddin wields a mithral battle axe in each hand. He can throw these special axes with either hand up to 100 yards.

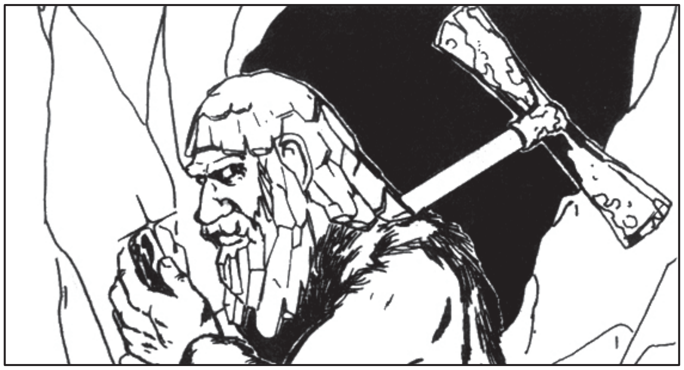
Although Clangeddin has magical spell ability, he will usually only use such powers to indirectly affect the course of events. Not unless his existence on the Prime Material Plane is at stake will Clangeddin resort to the use of magical spells or spell devices in a close-combat situation.

Dumathion

Dumathoin, the "Keeper of Secrets under the Mountain," is said to hide the secrets of the earth until they are ready to be uncovered by the diligent and the deserving. He is the protector of the mountain dwarves, the keeper of all metals. He lays veins of iron, copper, gold, silver, and mithral where he feels they will do the most benefit to his followers when found.

Dumathoin has never been known to speak, instead keeping his wisdom to himself (though he may send subtle clues to keen observers on the nature of the world).

When Moradin named him protector of the mountain dwarves, Dumathoin created a "paradise" for the mountain dwarves to enjoy.



He was angered at first when the dwarves started to "destroy" the mountains he had provided for them, but his anger turned to pleasure when he saw the finely crafted metal items the dwarves produced from the ore they had mined. His enemies are those (dwarven or otherwise) who plunder the earth's riches and take them away for unfair or selfish purposes. He does not object to tunneling, mining, or the keeping of treasures under ground, however. Miners see him as their patron, and often carry a small diamond or gemstone in their pockets (10 gp value) to attract the favor of the god.

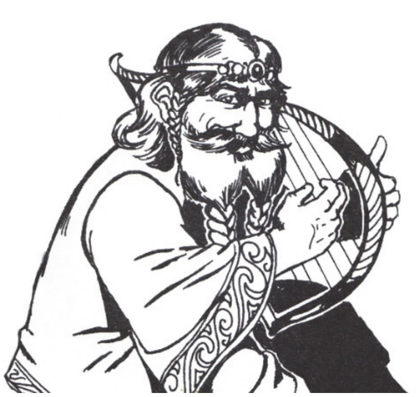
Dumathoin appears to be a gigantic dwarven figure with hair and beard of gray stone, earth-brown skin, and eyes of silver fire. He owns a great two-handed mattock of solidified magma. Once per day, he may summon huge earth elementals to fight on his behalf. Dumathoin may also use all spells related to metal-, earth-, or stone.

Unlike most other dwarven deities, Dumathoin maintains friendly relations with non-dwarven deities, though only a few. One of his closest allies is Hephaestus, whom he supplies with adamantite ore, and Grome, the lord of the earth elementals, who supplies him with elementals at a moment's notice.

Other gods of metalcraft and the earth sometimes do business with Dumathoin and his representatives for metals and ores as well. For these reasons, clerics of this god are sometimes involved in business ventures in the selling of metals and similar materials.

Vergadain

The patron god of dwarven merchants and most non-evil dwarven thieves is the scheming Vergadain, god of wealth and luck. He is said to be a great poet as well and may dispense clues to his worshippers on the locations of great treasures. These clues are usually hidden in a verse or rhyme of some sort. His bard-like talents also give him the ability to carefully evaluate treasures as to their true nature and worth.



Vergadain appears to be a huge dwarf wearing brown and yellow clothing. Underneath his suit is a set of golden chain shirt, and he wears a necklace that allows him to change his height at will between one foot and 15 feet. At his side is a sword that detects treasure whenever the hilt is grasped.

Most of Vergadain's adventures concern the elaborate con games he has played on human, demihuman, humanoid, and giant victims in order to win their every belonging of any worth. He is not above using any sort of trick to accomplish his ends and is eternally suspicious of potential adversaries who might try to trick him in return.

Followers of Vergadain are usually seen as suspicious characters; as a result, few dwarves will willingly admit that he is their deity. If a follower of this god denies to others that Vergadain is that person's true deity, the god will not be offended (so long as the proper sacrifices are made).

Gods of the Elves

The elven pantheon is primarily located on one of the planes of Olympus, in an area known as Arvandor, "The High Forest." Here dwell a large number of elven deities, who collectively refer to themselves as the Seldarine, which roughly translates as "the fellowship of brothers and sisters of the wood." the title also implies a wide diversity in capabilities and areas of interests, linked together by a desire for cooperation. Though many of the beings' areas of influence overlap to some degree, there is no conflict between, them. Of all the Seldarine, only Corellon Larethian is a greater god.

The Seldarine, almost without exception, are chaotic, neutral, and/or good in temperament. None are evil, and a very few (two or three at the most) are lawful. They act for the most part independently of one another, but are drawn together by love, curiosity, friendship, to combine their strengths to accomplish a task, or by outside threats.

Corellon Larethian, the most powerful of them, reinforces this freedom of action and compels none of them to perform any task. Instead, they seem to sense when something needs doing, and automatically a few of them (if more than one is needed) get together and do it.

There are a number of interesting similarities among the elven deities and their religions. All the religions practice tolerance for other religious followings within the Seldarine, and for a few religions of a closely allied nature (the cult of Skerrit the Forester being a prime example). Most of these religions also emphasize elven unity with life and nature, and tend to blur the distinction between elves and their environment. Rillifane Rallathil, the Leaflord, is at once a "giant ethereal oak tree" and a "green-skinned elf clad in bark armor." Deep Sashelas has a sea-green skin that mirrors his habitat; Aerdrie Faenya is usually depicted as deep blue in color, like the sky she rules. The weapons and tools and armor used by these deities are often regarded as merely extensions of the divinities, sometimes as true physical parts of them. The themes of nature and magical power also appear very frequently in tales of elven mythology and religion.

Elven deities, when appearing in elven form, are usually between 4' and 8' tall, with a few exceptions at either end of the scale. Many of these deities are also capable of assuming much larger shape in non-elven, natural forms. Rillifane's form as an oak tree, Sashelas' shape as a giant, towering (vaguely humanoid) wave of seawater, Aerdrie's appearance as a white cloud, and Corellon's rare incarnation as an azure moon or star are examples of this.

Evil elvenkind have nothing to do with the gods of the Seldarine. They frequently find the demon princes, arch-devils, and other figures of the lower planes more to their liking. Evil elves tend most often to be of chaotic nature, so the lords of the Abyss gain the majority of their worship. Lolth, the demon queen of spiders and spiderkind, is an infamous example of a lesser divinity who takes much of her power from the worship of evil elven kind, particularly the drow.

The smaller elflike beings, like leprechauns, pixies, and so forth, have their own deities (usually of demigod level) that tend to their needs. Depending on the general alignment of their followers, these demigods may be found on several different planes, but all are generally allied with the Seldarine.

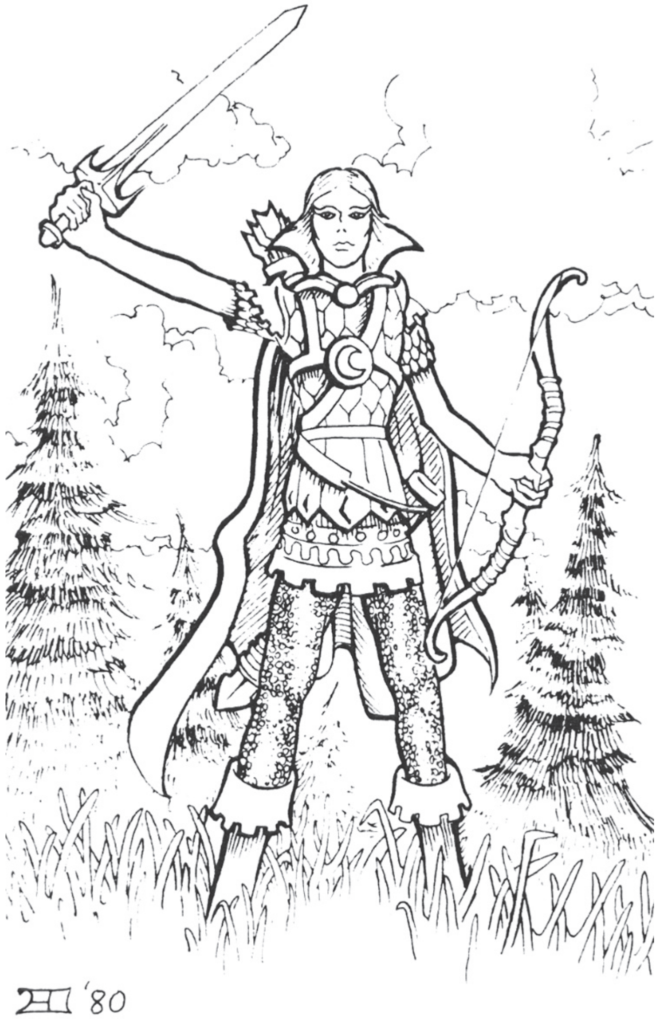
Half-elves are allowed to worship any god in the Seldarine. They, as player characters, may also be allowed to become clerics or druids of these gods. A fair number of half-elves honor Hanali Celanil, the goddess of romance and beauty, in honor of the love between their parents that brought them into the world, if such was the case.

The numerous other members of the Seldarine are gifted with varying degrees of control over the spheres of elvenkind, nature, magic, dancing and play, love, beauty, time, celestial phenomena, running water, weapon skills, craftsmanship, secrecy, comedy and joy, chaos, and mischief, among others. Few if any represent law, under ground phenomena, violence without cause, warfare, and non-mammalian or non-avian life forms. One or two are concerned with death and dying, but they are peaceful, good-aligned deities and not the dark and evil types that pervade human pantheons. Elven pantheons will vary widely from place to place, as different members of the Seldarine achieve local prominence or fade from memory.

Following are descriptions of the most powerful and widely accepted deities of the Seldarine, as well as a description of the demoness Lolth.

Corellon Larethian

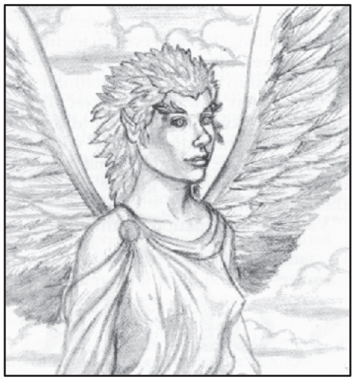
Corellon Larethian represents the highest ideals of elvenkind: "he" is skilled in all the arts and crafts, and is the patron of music, poetry, and magic. Corellon is alternately male or female, both or neither. The god is also mighty in battle and is said to have personally banished demons such as Lolth from the sunlit surface world. Elven lore states that the race of elves sprang from the drops of blood Corellon shed in this epic battle.



Corellon Larethian uses a magical bow: arrows fired from it never miss their target. "He" also has a sword made from a star that always detects which of the god's opponents are the most dangerous. Any other being who picks up the sword will be burned.

Corellon's clerics always wear a blue quarter-moon talisman. The elves build no shrines, but always use natural geological formations or amphitheaters for places of worship.

Aerdrie Faenya



Aerdrie appears to be a tall, elf-like woman with feathered hair and eyebrows; from her back spring a pair of large, bird-like wings. Her feathers are of constantly changing color. The lower half of her body from the hips down vanishes into a misty whirlwind, so that she appears to never touch the ground. Aerdrie wanders the winds of the planes of Olympus and Gladsheim, in the company of a large number of winged creatures of many types.

If aroused for battle, Aerdrie is able summon great blasts that knock back any opponent within 500' of her. She may also summon huge air elementals, giant eagles, or rocs to aid her. These creatures will obey her unto death.

This goddess is able to use all magic-user spells involving air, weather, flight, electricity, and gas at the 25th level of ability.

Any elves of non-lawful and non-evil alignment may worship Aerdrie.

Elves who desire certain weather conditions make the most frequent sacrifices to her, and her cult is also popular with elves who possess flying mounts (griffons, hippogriffs, pegasi, and so forth). It has also been known to happen that an elven character who has somehow fallen from a great height, should he call out Aerdrie's name aloud, has a small chance of receiving a *feather fall* spell just prior to striking the ground. However, those who receive this gracious benefit, coming directly from Aerdrie herself, will be *geased* (no saving throws allowed) within the next week to perform a service for the goddess, fully commensurate with the character's general level of ability. Such tasks vary widely in nature, though all of them are said to be comparatively challenging and difficult. Elves receiving this benefit of a *feather fall* (and its consequences) need not be worshippers of Aerdrie but should be of non-lawful and non-evil alignment.

Deep Sashelas

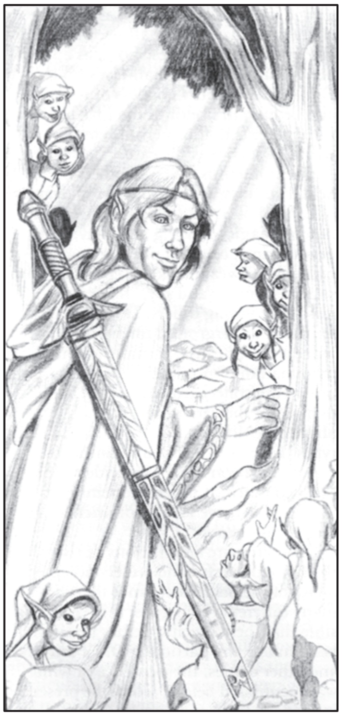
Deep Sashelas is the "Knowledgeable One," the being who always knows where food or the enemy can be found.

He is the master of dolphins, and 20 of their strongest always follow him in the sea.

Mortal sailors sacrifice to the god for their safety and aquatic elven clerics take these offerings and trade with other mortals for the gain of the entire race.

Clerics of Sashelas time their religious ceremonies to coincide with high or low tides. The sea elves, like their friends the dolphins, are mortal enemies of sharks. Clerics will often conduct ritual shark hunts.

Erevan Ilesere



While his following is not as large as those of the other elven deities, Erevan still commands his share of attention from the elves, particularly those engaged in thieving. Erevan is a fickle, utterly unpredictable deity who can change his appearance at will. He enjoys causing trouble for its own sake, but his pranks are rarely either helpful or deadly. His favorite tactic is to change his height to any size between one inch and six feet. Regardless of how he appears at any given time, Erevan will always wear green somewhere upon his person.

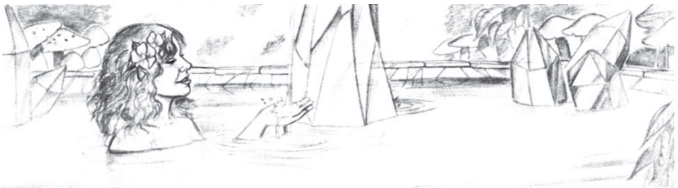
When he travels, Erevan carries a longsword that *knocks* open all barriers, doors, and locks with but a touch. When he so desires, he may also summon up to twenty leprechauns, sprites, pixies, or other small, mischievous elf-like beings, each with maximum hit points, to help out in a given situation. Erevan will rarely fight another being directly, preferring to escape and possibly catch his opponent off guard at a later time. Prior to entering combat, it is very likely he will make extensive use of spells to his own advantage.

Followers of Erevan are usually quite unpredictable themselves, and are very independent. Many of them are thieves or have thieving as one of their multiple classes.

There are elven cleric/thieves, cleric/magic-users, and cleric/magic-user/thieves among his worshippers.

Hanali Celanil

Hanali Celanil is predominantly depicted as feminine, though on rare occasions it is said she has appeared as a male. Hanali influences the spheres of love and beauty and is widely revered by many of the elves.

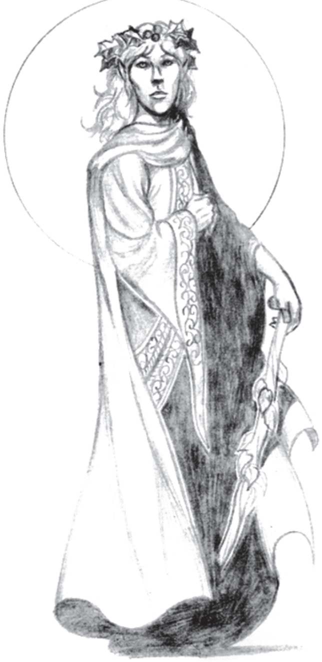


She owns an immense crystal fountain and pool with which she keeps watch over her followers, as if using a crystal ball. When she bathes herself in the waters of the pool (called the "Evergold"), her beauty is magically augmented. The goddess Aphrodite is the only other being who shares the waters of Evergold with Hanali. Oriented as they are toward different races, these two goddesses rarely find themselves at odds with one another. Their respective cults and followings, while rarely assisting one another, do not object to each other's presence.

Hanali goes unarmed and does not engage in melee, though she does possess a magical aura that charms all mortals that gaze upon her. Even those who are immune to charm effects will be so distracted by her presence as to miss her with every hit.

Elven and half-elven worshippers of Hanali Celanil may, once during their lifetime, be granted a blessing when seeking a romantic partner. There is a 5% chance of this benefit being granted following a great quest performed by that worshipper. This quest might involve the creation or preservation of a beautiful object, or mighty deeds done in the name of a loved one for the loved one's benefit. If granted, the blessed follower gains the love of their sought partner.

Labelas Enoreth



Like Corellon Larethian, Labelas Enoreth variously appears as either male or female (and sometimes both or neither). Regardless of gender, Labelas always has silvery hair and misty gray eyes. This deity wears pale-colored robes of green, blue, white, and gray. At the creation of the elven races, Labelas blessed them with longevity, and pronounced that the passage of time would do little to alter their appearances, as it did to the other races. Labelas knows the future and past of every elf and all elven-related creatures.

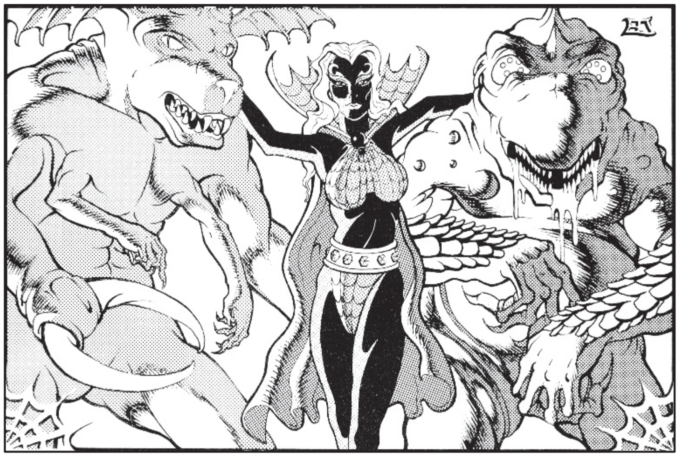
Labelas Enoreth is acknowledged to be the master of time and aging by the elves. At a touch, Labelas can restore youth to, or prematurely age, any mortal being.

All mortal foes within 100' of Labelas are *slowed* automatically, and all mortal beings in the same radius but who are allied to the god will be *hasted*, if Labelas so chooses.

Labelas himself is immune to the effects of any spell or similar effect that involves time or would inhibit his movement.

Elves who worship this being may appeal to him to undo the effects of age, but this is rarely granted, and only to those who have done an outstanding quest in his name. Such quests should be worked out by the DM, and usually involve the recovery of artifacts and relics that have been lost for hundreds or thousands of years.

Followers of Labelas are usually historians or other types who collect information on the history of elvenkind.



Lolth "Queen of the Demonweb Pit"

The demoness Lolth is a very powerful and feared demon lord. She usually takes the form of a giant black widow spider when she is on the Prime Material Plane, and sometimes assumes this form on her own plane as well, but she also enjoys appearing as an exquisitely beautiful female dark elf. Little is known about her aims, and only the fact that the drow worship of Lolth causes her to assume form on the earth permits compilation of any substantial information whatsoever.

Lolth enjoys the company of spiders of all sorts - giant species while in her arachnid shape, those of normal, large, and even huge species while in her humanoid form. She can converse with all kinds of spiders, and they understand and obey her unquestioningly.

As Lolth enjoys roving about in one form or another, she will seldom be encountered in her lair no matter what the plane, unless worshippers have invoked her to some special shrine or temple.

In the form of a giant spider, Lolth is able to cast web strands 30' long from her abdominal spinnerets which are equal to a web spell with the addition of 1d4 points of poison damage per round accruing to webbed victims due to a venomous excretion upon the strands; and is able to deliver a vicious, venomous biting attack.

In her humanoid form, Lolth will use weapons common to drow, as well as her considerable magical prowess. In either form she can summon demons and arachnids to aid her.

Rillifane Rallithil "The Leaflord"

Rillifane is often likened by his clerics to a great oak tree, so huge that its roots mingle with the roots of every other plant in the world. On a more mundane level, Rillifane can appear on the Prime Material Plane as a green-skinned elf clad in bark armor and carrying a magic bow. Arrows shot from this bow by Rillifane slay their target.

Rillifane is primarily concerned that all creatures have the opportunity to act out their roles in nature without abusing them. Rillifane's clerics are deadly enemies of those who hunt for sport and those who harm trees maliciously or unnecessarily.

While most wood elves and many wild elves worship Rillifane, many of those more neutral in alignment prefer to honor Skerrit the Forrester. There is no friction between the two cults.

Sehanine Moonbow

Sehanine Moonbow is the elven goddess of the moons and is one of the more powerful members of the Seldarine. The Lady of Dreams actively opposes the nefarious schemes of the Spider Queen and the other drow powers. She is often said to be the wife of Corellon Larethian. Her symbol is a full moon topped by a crescent-shaped haze.

Sehanine appears as a youthful and ageless female elf wearing a diaphanous gown made from moonbeams. In combat she wields Moonshaft, a quarterstaff. As befits the elven goddess of mysteries, Sehanine is cloaked in secrets and illusions and rarely speaks her mind directly, preferring to communicate through a process of dreams, visions, and other mystic experiences. The Goddess of Moonlight is truly spiritual and ephemeral being who evades any attempt to define her. Her serenity surrounds her like a mantle of moondust.

Sehanine is sometimes said to be Corellon's consort. Sometimes she is the sister of Labelas Enoreth, god of time, and the daughter of Corellon instead. Sometimes she is even said to be the sister of Lolth, who can be seen as representing the darkness of the new moon as Sehanine represents the light of the full moon.

Sehanine is closely allied with all the Seldarine, particularly Corellon, Aerdrie Faenya, and Hanali Celanil, and gets along swimmingly with many other gods, including Baravar Cloakshadow, Cyrrollalee, Dumathoin, Oberon, Segojan Earthcaller, and Urogalan. Her foes include Gruumsh and the evil deities of the drow.

Solonor Thelandira

Clad in a great cloak of living leaves, Solonor strides through the forests in search of game and to seek out and destroy evil. His only weapon is a longbow that has a range as far as the horizon.

Solonor will not close to do battle with an enemy, but will track and pursue instead, firing arrows from a never-empty quiver. He cannot be surprised due to the keenness of his senses.

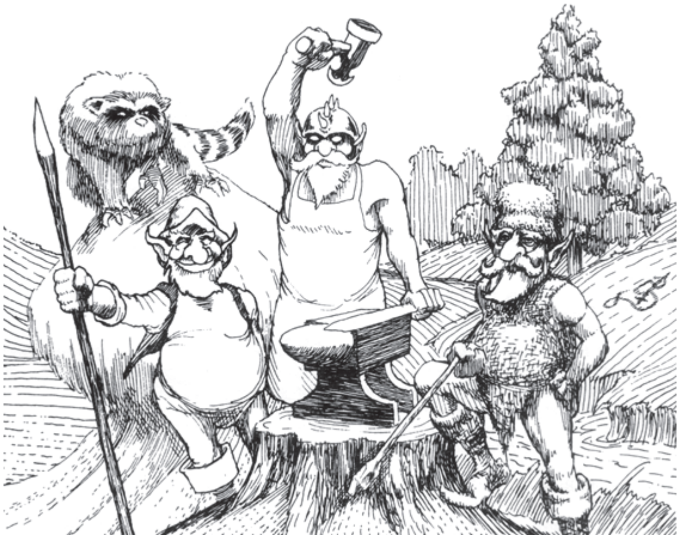
The favorite tactic of this deity, should he anticipate battling a particularly dangerous foe, is to physically touch that being and then retreat. Once by himself again, he can then manufacture a special *arrow of slaying* designed especially to kill that one opponent, should it strike home. This type of arrow can kill any mortal or infernal target.

Many demons, devils, and other monsters of the lower planes have felt the bite of these missiles; not even their magic resistance can protect them from certain death. It takes one day to make one of these arrows.

When traveling through forests, Solonor becomes automatically invisible (as in improved invisibility) and completely silent. He taught the first elves the art of hiding in and moving through natural foliage so as not to be detected.

Elven hunters, rangers, and fighters frequently worship Solonor Thelandira, and appeal to him for better catches of game. Worshippers who distinguish themselves in some very extraordinary fashion have a small chance of being given an *arrow of slaying* of the normal sort, designed to slay the type of creature that is the elf's greatest enemy at that particular time. This gift can be received only once in an elf's lifetime.

Gods of the Gnomes



The demihuman pantheon with the fewest members is likely that of the gnomes. By most counts there are only six or seven deities governing the gnomish folk, though it is possible there are more in other universes. All gnomish gods, with the exception of Urdlen the Crawler, are ruled by Garl Glittergold.

All but one of them live on one of the planes of the Twin Paradises in the area called the Golden Hills, where the souls of faithful gnomes go at death. The exception is, as before, Urdlen, who lives in the Abyss.

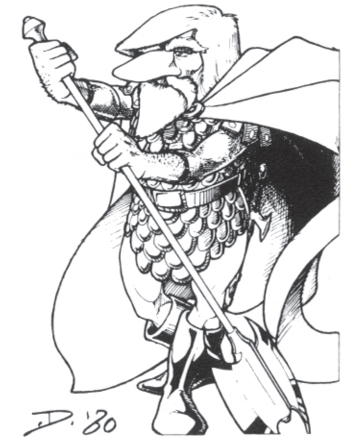
Gnomish deities are fully concerned with the fate of the gnomish race, and go adventuring quite often to support their causes and keep enemies from overwhelming the gnomes. Though all of the known gnomish deities are masculine, they are worshiped by male and female gnomes with equal reverence. They lack the "he-man" image one might imagine an all-male pantheon would possess, and are clever, sensible, and helpful. Urdlen is sexless (though still referred to as a "he") and shares none of these good qualities, but "his" few followers may still be male or female.

Gnomish gods nearly always have at least one companion, either a weapon, animal, or other deity that accompanies them on their missions.

Garl has Arumdina, his intelligent battle axe; Baervan has his raccoon friend Chiktikka; Segojan is sometimes accompanied by an intelligent stone golem, and so forth. Urdlen, an exception again, has no friends. Because gnomes regard companions highly, it is inevitable that their pantheon reflects this trait. Gnomish deities usually only associate with the other gnomish deities, though they maintain a loose contact with a few dwarven gods at times.

Pranks and practical jokes are a major response of gnomish gods to their enemies. They often act indirectly against their enemies, but if the situation is serious enough they are fully able to take the offensive and fight directly in battle. Compared to other non-human deities, the gnomish pantheon is one of the most active and most involved with its worshippers.

Garl Glittergold

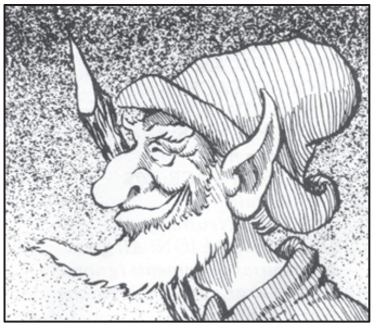


Garl appears as a handsome golden-skinned gnome with ever-changing gemstones for eyes. His mischievous exploits form the basis of an entire cycle of stories that are told and retold around the gnomish hearths in the hills.

However, there is another side to Garl than that of the witty adventurer who collapsed the Kobold King's cavern. When his people are threatened, Garl is a grim and determined war leader who out-thinks as well as out-fights his opponents. He wields Arumdina, an intelligent mithral allow battle axe that cuts stone as easily as it does enemies. Arumdina can heal Garl completely once per day.

Garl's clerics require gold (or other precious metals, if no gold is available) for sacrifices to the deity.

Baervan Wildwanderer "The Forest Gnome"



Garl Glittergold's closest rival in the field of good-natured mischief is Baervan Wildwanderer, the forest gnome. While he lacks Garl's finesse and dedication, Baervan is slightly better in the practice of his thieving skills. He dresses in clothes of wood-brown hues, and carries a spear made from an ancient oak tree on the Twin Paradises called Whisperleaf. If this spear is destroyed, Baervan may make another from the wood of Whisperleaf in a single day. Only he may safely approach this tree; it will attack all others (treat as a treant of maximum size and hit points). Whisperleaf regenerates all wood loss within an hour.

In battle Baervan may touch his special spear to any ordinary tree, automatically animating it as if it were a treant. The tree-treant obeys all of Baervan's orders and no one else's. Baervan may do this as often as he likes, animating one tree per round.

Baervan has a traveling partner, a giant raccoon named Chiktikka Fastpaws, who is highly intelligent but prone to act before he thinks. Many stories are told of the adventures his duo has shared, often started by Chiktikka's humorous ability to get into trouble by "borrowing" something valuable, such as a minor artifact or some other item.

Though Baervan sometimes plays jokes on other creatures, it is hard not to like him. He tends to keep to himself, except for Chiktikka's company, and is said to sometimes roam the forests of the Prime Material Plane. He is distinguished by his nut-brown skin and pale gray hair (and his raccoon friend). Should he chance to meet a worshipper of his who has performed some great deed in his name he may give that gnome a minor magical item. Such a worshipper will meet Baervan only once in his lifetime.

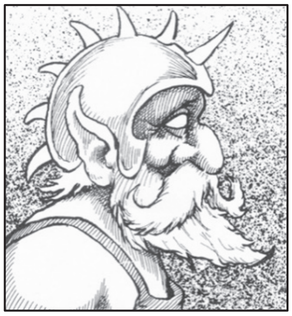
Gnomish druids, fighters, rangers, fighter/thieves, ranger/thieves and thieves of a non-evil nature are often the followers of this god and prefer living in the outdoors rather than in a city all the time.

Flandal Steelskin "The Forger"

Flandal wears only a leather apron for armor and protection from fire, but the apron grants him immunity from heat and fire damage. His skin is the color of mithral steel, and his eyes are flaming coals. Flandal's hair and beard are a brilliant blue-silver.

Flandal is one of the strongest of gnomish deities, perhaps the most so. He is often found traveling with one or two of the other gnomish deities in search of new ores and veins of metal to use in his forges.

It was Flandal who helped forge and enchant Arumdina, Garl's battle axe.



As for himself, Flandal wields an axe-backed hammer made of yellow metal, named Rhondang that can shoot Fireballs.

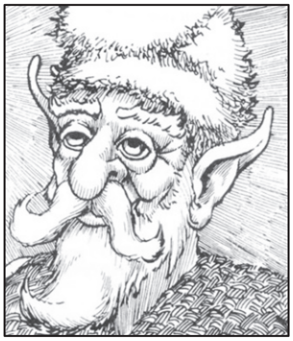
Rhondang can converse naturally with all beings who use fire or dwell in fiery locations (red dragons, chimerae, fire elementals, etc.). This in no way means that Flandal is friendly toward those beings, however, though he will be prone to talk first before attacking.

Because he needs their services to help forge items, Flandal is likely to have fire elementals with him when he is encountered. The elementals are quite friendly toward him and obey him in all respects. When

Flandal is not traveling, he will be found in his workshop on the Twin Paradises, planning or making a new magical weapon.

Flandal is obviously a popular god among the gnomish smiths; a large number of fighter/clerics follow his worship in some areas. It is said that some of his clerics have developed or been granted a new spell that enables their war hammers to burst into flame for a short time, giving additional bonuses to hit and damage, just as does a *flame tongue* sword.

Segojan Earthcaller



Segojan is the gnomish deity of the earth and nature, a friend to all living animals that move above and below the earth and one who speaks to the very rock itself. He is known to his worshippers as a gray-skinned gnome who wears armor made of grass and roots.

When he enters battle, he carries a rod made of crystalline quartz. This rod will create a stone golem once a day that is of average intelligence and will obey Segojan's commands alone. The rod must be pressed against a mass of rock of sufficient size to form the golem. Segojan may also call earth elementals to aid him.

Though his primary nature of control is the earth and nature, Segojan is also seen in a lesser way as the gnomish god of magic. Many of his followers are illusionists who strive to improve their art for the betterment of gnomekind and for their art's sake as well. Gnomish miners and jewelers also revere this deity. The clerics of Segojan frequently cast *light* or *continual light* spells on large and well-cut gems for use as holy symbols, causing them to glow from within.

Urdlen "The Crawler Below"

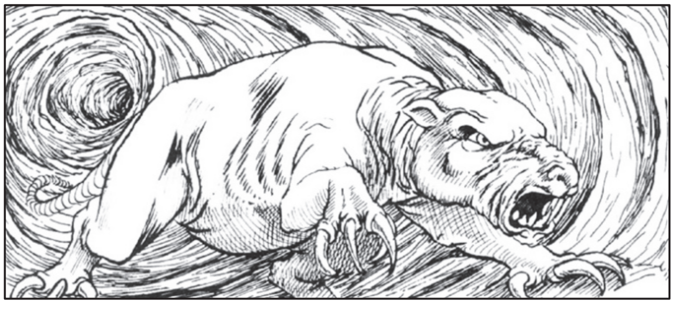
Urdlen is the epitome of the evil impulse that rules some gnomes and is feared by the rest. He appears as a huge, dead-white, furless mole with claws of steel. It is said that Urdlen, a neuter and sexless being, lusts for precious metals, jewels, and the blood of any human, humanoid, or demihuman. No one can predict where he will strike next, or what his plans are to further the cause of evil among gnomekind.

Just as he can burrow into the earth of the Abyss, so he hopes evil will burrow into his followers' hearts and souls. He thrives on harmful trickery against the innocent and good.

Urdlen's form is distorted by a permanent blur spell that cannot be dispelled while he lives. His clerics have a 5% chance of successfully calling upon Urdlen when in danger and having him cast a *blur* spell upon them for protection; however, if the gnome cleric is slain anyway while the spell is still in effect, Urdlen will eat the gnome's soul when it reaches the Abyss.

Urdlen's clerics may appease their deity by pouring the blood of a creature they've killed into the ground and burying it. Jewels and valuable metal goods are sacrificed to him by ruining them (breaking, tarnishing, melting) and then burying them. Clerics of this deity are continually at war with the rest of the gnomish deities and the clerics and followers thereof.

Evil gnomish assassins, thieves, and fighters make up most of the worshippers of this awful deity. They generally share their lord's love for evil and deadly pranks directed against all creatures, even other gnomes. His followers often prefer to live under ground, after the manner of Urdlen's chaotic tunnel home in the Abyss.



Gods of the Halflings

The halfling pantheon is a small one, having one greater deity (Yondalla) and several lesser deities and demigods. Most communities of halflings worship only a few of them, four or five at most. As with all religions residents of different areas may worship entirely different groups of deities.

Yondalla is the top authority among the halfling gods, though it is said that her control over Brandobaris is minimal at times. Regardless of their orientation and spheres of influence, all the halfling deities are pledged to work together against the enemies of the halfling people.

Most members of the halfling pantheon reside on one of the planes of the Seven Heavens, in an area generally known as the Green Fields. Sheela Peryroyl and one or two other deities make their homes on the plane of Concordant Opposition, and Brandobaris roams the Prime Material Plane, but there are times when they too may be found in the Green Fields - just as the various Greek gods, regardless of where they may ordinarily reside, come to Olympus to meet.

It is interesting that the more powerful halfling deities tend to be females. By contrast, dwarven gods tend to be males and elven gods a combination of both genders. Halfling deities are not aggressive, by and large, and are more taken up with home pursuits and protection than with fighting. Even the adventurous Brandobaris avoids combat if he can help it.

Most halfling deities are concerned with spheres of security, sufficiency, the earth, youth, play and humor, good luck, law, peace, secrecy, love, and friendship; one deity may actually control two or more of these concerns, as is common in this pantheon. The halflings have no deities of evil nature, or ones representing war, suffering, fire and water, or death. Yondalla is usually invoked at funerals as a protector of the departed souls of halflings. Urogalan, who sometimes acts as a judge of and protector of the dead, is primarily an earth god.

The six deities listed herein are among the most commonly worshiped ones. Some halfling druids might worship deities from other pantheons but this is not common.

Despite the small physical size of the halfling deities, their innate powers are quite respectable, and many of them work closely with deities from other pantheons as well, just as mortal halflings tend to work closely with other humans and demihumans. Brandobaris is said to visit other thieves' deities, particularly Hermes; Sheela Peryroyl is on good terms with a number of Celtic deities; Yondalla and the other lawful good deities help and are helped by other lawful good deities, and so forth. Thus, it may be safely asserted that the halfling pantheon should not, despite its size, be looked down upon.

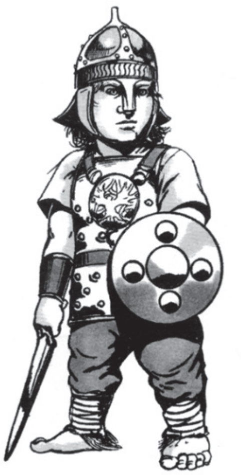
Yondalla

Yondalla has two aspects: The Provider and the Protector. As the Provider, she is a goddess of fertility and growing things, of birth and youth. She can make barren things fertile and increase the growing rate of plants and animals. What she can give, she can take away: With a wave of her hand she can inflict wither upon mortal creatures.

As the Protector, Yondalla wards of evil influences and intrusions (thus her shield symbol) and gives halflings the strength and determination to defend themselves. In this aspect, Yondalla most often uses her illusionist powers to protect her worshippers. In combat, she wields a shortsword called the Hornblade.

Halflings set aside one day per week for worship of Yondalla (called "safeday"), a day which is most spent in rest and play.

Arvoreen "The Defender"



The closest thing the halflings have to a god of war is Arvoreen the Defender, the patron of halfling fighters. Arvoreen never attacks an opponent first, but the first attack upon the deity (if it hits) will do only half damage, regardless of its power. The first magical attack upon him will be automatically reflected back upon the caster; thereafter, spells may be cast at him normally. For his part, Arvoreen can become invisible at will and attack any mortal being unseen.

He uses a shortsword that can change into any other type of hand-to-hand weapon for combat that he desires. Once a day, Arvoreen may summon a company of halfling fighters, each armed with short swords and short bows who will obey him implicitly.

Arvoreen, though quite powerful, is not a particularly aggressive deity. He will only engage in combat if he is attacked, though he does seek his enemies and actively confront them to get them to desist from their evil practices. He will not go very far out of his way to avoid combat if it occurs, however, and will fight to the finish.

Fighters, paladins, rangers, and thieves comprise the majority of his worshippers; and those who multiclass as thieves will prefer to use their fighting skills over their thieving ones.

While Arvoreen does not hold thieving to be dishonorable, he discourages the use of thieving skills unless employed against enemies to better the chances for physical combat later. It would be permissible, for example, to steal enemies' weapons, or break into their camp to free prisoners or make guerrilla raids, but it is not good to steal just to make yourself rich. Arvoreen absolutely forbids stealing from other halflings or allied beings.

Brandobaris "Master of Stealth"

The adventures and misadventures of Brandobaris, Master of Stealth, are almost beyond counting. Most of these tales have the moral that it is better not to go running off into the wilderness on foolish dares; nonetheless, Brandobaris does come across as an appealing sort of rascal. He has much of the trickster in him; he is primarily a clever thief who fools his opponents into thinking him harmless, then steals them blind and escapes their wrath. No matter how awful a situation in which he finds himself (and he's found some pretty awful ones); Brandobaris manages to find his way out again - and make a profit from the episode as well.

Brandobaris is so skilled at moving silently that he cannot be heard by any mortal being or god, should he desire to conceal his movements. He can also hide so well as to be completely invisible. Brandobaris goes on adventures to find some item he believes will make life more comfortable for him, though this does not always prove to work out as he'd planned.

Brandobaris carries a dagger which he usually wields in combat (if he cannot avoid it). This dagger will magically point out the fastest and safest direction of escape from any maze or trap (making Brandobaris immune to *maze* spells when holding it). He also wields a sling that hurls a ball of dust whenever it is used; the dust ball has a 100' range and does not harm the victim it strikes. The victim will feel nothing but will enter a magical sleep for several hours.

The followers of Brandobaris, as might be expected, are mostly thieves, ranger/thieves and fighter/thieves. The more ardent followers are usually also the ones who take the greatest risks on adventures. An especially daring risk (one which places the halfling in considerable jeopardy) that pays off is looked upon favorably by Brandobaris.

He might reward the perpetrator of such a daring act - though he will do so only once in that halfling's lifetime, so as not to encourage the mortal to be too foolhardy. There is a small chance that Brandobaris's reward will be given to any halfling of 10th level or lower, raising the follower one level in ability.

Because Brandobaris wanders the Prime Material Plane, there is a 1% chance per level that a halfling thief of 11th level or higher will actually meet Brandobaris, in the guise of another halfling thief, and be invited by the demigod to go on a thieving adventure. Other thieves may come along on the adventure, but if they do not worship Brandobaris they might find some of their valuables missing when the adventure is over. Brandobaris will reveal his identity only after the adventure is over, and only to his followers. The adventures Brandobaris goes on, as stated before, can be exceptionally challenging and dangerous, but hold the promise of great reward for the fast, the clever, and the quiet!

Cyrrollalee "The Faithful"

Cyrrollalee is the deity of friendship and trust, as well as a protector like Yondalla. Cyrrollalee is thought of more as a goddess who protects the home but keeps the inhabitants from being too defensive and closed in.

This deity appears to be a normal female halfling with brown hair who wears simple peasant's clothing. Her worst enemies are those who betray the trust of a host, or who break into homes (of halflings) to steal. She is also the enemy of oath-breakers.

If she so wills, Cyrrollalee can cause all nearby non-living objects to become animated and act in her defense. These effects will continue even if Cyrrollalee leaves the area. She can perform this power up to three times a day.

There is a slight chance that if an exceptionally faithful follower of hers should call upon her for help while the follower is in his own home, Cyrrollalee will cause one small piece of furniture to become animated for 1 minute, attacking all enemies of that lucky halfling.

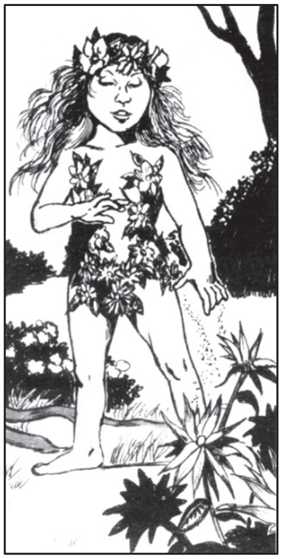
Any halfling who receives this benefit from Cyrrollalee is obligated to perform a service for her afterward; the nature of the task is left up to the Dungeon Master, and should be challenging but not exceptionally difficult. This gift may be given to a halfling character only twice in his lifetime.

Cyrrollalee's followers are largely regular halflings and some fighter types. Worship services for her are held on the first day of each month. Though cudgels and quarterstaffs are associated with Cyrrollalee, she is able to make use of any weapon, magical or non-magical, that a regular fighter could use.

Sheela Peryroyl "The Wise"

Sheela Peryroyl, known as Sheela the Wise, is the halfling deity of agriculture, nature, and weather. Her appearance is that of a halfling female dressed in wildflowers.

It is said that when she sings, she causes fields to grow, trees to bud, and seeds to sprout. Sheela brings good weather to her favored worshippers but can easily send drought or floods to those who worship her poorly. The followers of Sheela Peryroyl often wear a small flower in her honor and strive to work in harmony with nature and the earth.



Two major celebrations are held yearly in this deity's religion, aside from the regular monthly services. One comes at the time of planting the first crops of the year (called the Seeding, New Spring, and other titles, depending on the region), and the other at harvesting time (High Harvest, the Reaping, etc.). Community-wide revelry is common at these celebrations starting in the evening when the day's work has been finished and continuing late into the night. The length of these festivals varies from area to area, averaging about 10 days.

There is a small chance that a halfling who makes a great quest or sacrifice in the name of Sheela Peryroyl will be granted the power to cast an *entangle* spell when in danger. The granting of this power does not depend on the halfling's alignment or class.

This power may be granted several times to a halfling in the mortal's lifetime, but the quests or sacrifices made to gain it will become harder and costlier as time goes on. Only one such *entangle* spell may be had at any one time.

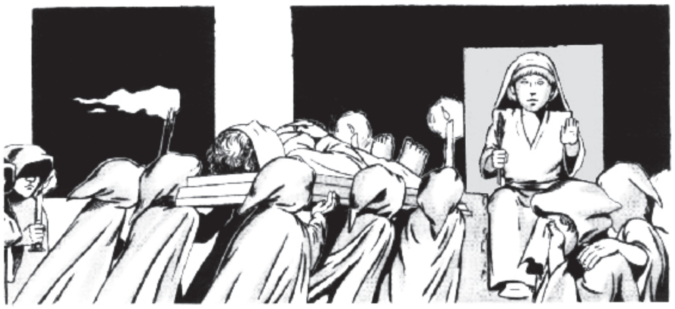
Sheela Peryroyl, should she need to, can create a special type of staff (like a shillelagh) in one round from a blade of grass or a twig. She can also cast the spell *entangle* as often as she likes. The use of *entangle* spells is her favored method of attack and defense.

Urogalan "He Who Must Be"

Urogalan protects the souls of the halfling dead and acts as Yondalla's advisor and divine judge. Sages claim that the Nurturing Matriarch values his word over that of all others.

Urogalan limits his interests in the material world to the space below the surface, an environment foreign to most halflings. Thus, Urogalan remains detached from his people, uncharacteristically morose and pensive for a halfling deity. Despite his outlook, halflings appreciate his role, and know that He Who Must Be will watch over their souls when it comes time for them to make the transition from this world to the embrace of Seven Heavens. If pressed into combat, Urogalan wields flail, Doomthresher, that disrupts undead much like a mace of disruption.

Urogalan's clerics preside over the internment of the dead and tend to halfling graves. Aside from the grim duties, they keep records, archive genealogies, and note the important deeds of those that have died. They are called upon to bless new constructions and dig sites, and it is tradition for a cleric of Urogalan to speak a prayer before the first meal eaten in a new building.



Urogalan's clerics, known as grimwardens, pray for spells in the morning. Clerics of Urogalan share so many rituals and beliefs with the dwarven deity Dumathoin that they often are welcomed as brothers in the temples dedicated to the Keeper of Secrets under the Mountain. Grimwardens seldom multiclass.

Gods of the Orcs

This is the tale the shamans tell, in the camps of the orcs when the night is deep on the world and dawn is far away:

In the beginning all the gods met and drew lots for the parts of the world in which their representative races would dwell. The human gods drew the lot that allowed humans to dwell where they pleased, in any environment. The elven gods drew the green forests, the dwarven deities drew the high mountains, the gnomish gods chose the sunlit hills, and the halfling gods picked the lot that gave them the fields and meadows.

Then the assembled gods turned to the orcish gods and laughed loud and long. "All the lots are taken!" they said tauntingly. "Where will your people dwell, One-Eye? There is no place left!"

There was silence upon the world then, as Gruumsh One-Eye lifted his great iron spear and stretched it over the world. The shaft blotted the sun over a great part of the lands as he spoke:

"No! You lie! You have rigged the drawing of the lots, hoping to cheat me and my followers. But One-Eye never sleeps; One-Eye sees all. There is a place for orcs to dwell . . . here!" he bellowed, and his spear pierced the mountains, opening mighty rifts and chasms. "And here!" and the spearhead split the hills and made them shake and covered them in dust. "And here!" and the black spear gouged the meadows and made them bare.

"There!" roared He-Who-Watches triumphantly and his voice carried to the ends of the world. "There is where the orcs shall dwell! There they will survive, and multiply and grow stronger; and a day will come when they cover the world, and they shall slay all of your collected peoples! Orcs shall inherit the world you sought to cheat me of!"

In this way, say the shamans, did the orcs come into the world, and thus did Gruumsh predict the coming time when orcs will rule alone. This is why orcs make war, ceaseless and endless: war for the wrath of Gruumsh.

The shamans tell other tales, too, that shed light on why things are as they are in the world. Shamans tell of the battle between Corellon Larethian (the chief elven god) and Gruumsh, in which Corellon tried to shoot out Gruumsh's eye (sacrilege!) with his bow but failed of course. It is not considered important that Gruumsh started the fight by trying to paralyze the elven god with his spear; the shamans say Corellon deserved it for not being properly deferential. Because of this battle, orcs of all sects and cults hate elves more than all other non-orc races.

The shamans' tales of the battle between the dwarven gods and the orcish gods for ownership of the mountains would weary the most ardent listener. The orcs are drawn to the mountains by their brutal majesty and stark barrenness, while dwarves love mountains for their isolation and beauty, and for the ores that lie beneath them.

Many have also heard of the eternal battles on the plains of the Nine Hells between the goblins and orcs, each side led by their respective gods. No matter how much noise the orcs of this world make about joining their forces with the other humanoids, all orcs are aware that there will be room for one race in the end… and it will not be the goblins, the ogres, or any of the rest.

The division of orcs into separate tribes (Evil Eye, Death Moon, Broken Bone, etc.) is usually made along cult lines. The tribal symbol is the holy symbol of the orcish god the tribe holds as its patron.

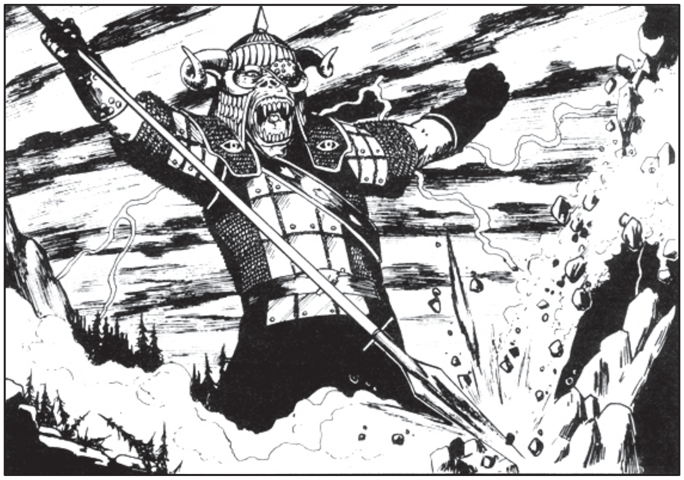
There are a large number of orcish gods, representing such spheres of interests as strength, swordsmanship, military power, the night, death, fertility, hunting, and so forth. Each of them is part of a rigid chain of command with Gruumsh at the top. The relative positions of the gods in the hierarchy varies depending on the shaman doing the telling, as they all seek to emphasize the power and glory of their own deity, sometimes almost to the exclusion of mention of Gruumsh. Warfare between tribes is actually encouraged to some extent by the orcish gods, who believe that this is the best way of eliminating the unfit and weak, and promoting the survival and growth of the strong.

No attention is paid to the thought that it might also waste the best fighters' talents, which might have been better directed against non-orc foes.

Following are descriptions of six of the most powerful orcish gods, including Gruumsh.

Gruumsh "He-Who-Watches"

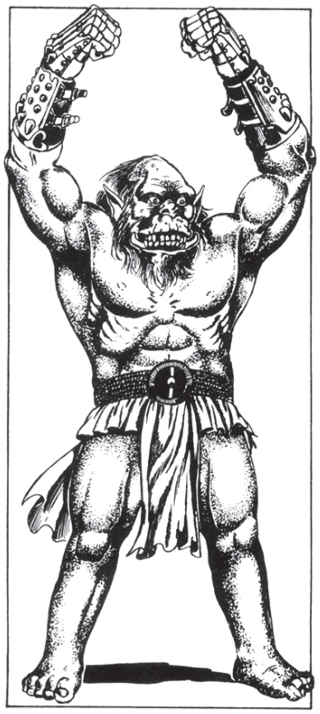
The Orcs have many gods, but their leader is Gruumsh. His name is never spoken by non-shaman (cleric) orcs, who refer to him as He-Who-Watches or He-Who-Never-Sleeps. Gruumsh's symbol is a great unwinking eye, which represents the belief that Gruumsh watches every orc and judges him fit or unfit. He appears as a huge, one-eyed orcish humanoid wearing gleaming black platemail, holding a flaming torch in one hand and a great iron spear in the other.



The orcs say that Gruumsh commands a mighty army of spirit orcs in hell, and these war continuously with a similar army of spirit goblins controlled by Maglubiyet. The orcs always defeat the goblins, but the goblin spirits always reform to start the battle again.

To become a cleric of Gruumsh an Orc must pluck out his own left eye. The proper worship of Gruumsh requires blood in large quantities, preferably blood from a human or demihuman race (elves are best of all).

Bahgtru



Bahgtru is the son of Gruumsh and Luthic the Cave Mother. Though he is scorned and derided for his stupidity and lack of self-will, no one says ill of his awesome might. Other orcish gods call upon him for assistance; he is obedient, though his incredible strength always exceeds the expectations of others, and he may accidentally (?) cause harm to those who command his services, especially if they fail to give him some respect.

It is said that Bahgtru once fought a tremendous reptilian monster from another world and slew it barehanded by breaking all of its legs.

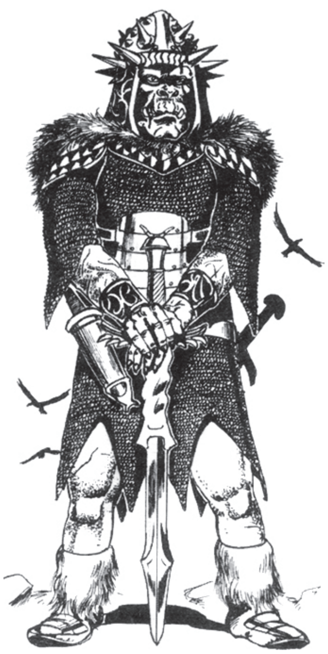
His symbol is derived from this epic battle. Since this, Bahgtru has never been known to use weapons or armor of any usual kind. He wears little other than a great pair of gauntlets, studded with steel rivets, with which to beat his victims flat.

Bahgtru is a huge, incredibly muscular orc with dirty tan skin and dull green eyes; his tusks, protruding from either side of his mouth, are glistening white from gnawing on bones. His skin is so thick and tough that blunt weapons bounce off of him.

Clerics of Bahgtru must have a minimum Strength of 13 and must be physically fit. They cannot wear armor but are proficient in the use of all weapons and deal 1d3 points of bludgeoning damage with their unarmed strikes. Those clerics who lose their required strength lose their other powers as well and will have their spirits crushed in Bahgtru's fists in the afterlife. Stronger clerics of this cult may help weaker clerics along to the next plane, usually without the latter's permission.

Ilneval

When Gruumsh does not have time to command his armies, he turns the job over to his chief lieutenant, Ilneval, the master of command and strategy (next to Gruumsh himself, of course). Ilneval is the symbol of the leader type, the one who plunges into battle with nothing but victory and destruction on his mind.



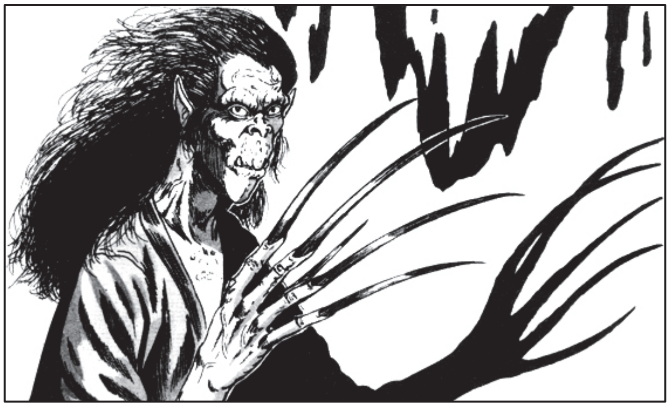
It is hinted that Ilneval covets Gruumsh's position as chief god of the orcs; he has been said to have deposed one or two other orcish gods, relegating them to lesser status, in his climb to power.

Ilneval is more of a "captain's god" than a god of the common orcish soldier; Gruumsh is preferred by chieftains and orcish kings, and Bahgtru by common warriors. Though Gruumsh does not trust Ilneval, He-Who-Never-Sleeps has Bahgtru on his side, and this relieves some of his concerns.

Ilneval wears a suit of red iron chainmail and wields broadsword that slays all non-orcs it strikes. He cannot be touched by missile weapons because of his armor's magical powers and is immune to non-magical weapons as well.

He appears to be a very war-wise and confident being; his face and arms are heavily scarred from the many battles he's fought, but the scars only increase his appeal to his orcish followers. The clerics of Ilneval use broadswords as weapons and are usually multi-classed cleric/fighters.

Clerics of all sorts (orcs and half-orcs) wear red metallic armor and are expected to be good military leaders as well as priests.



Luthic "Cave Mother"

Luthic governs several spheres. She is the goddess of female orcs, orcish fertility (more so for females; Gruumsh is the male fertility god), caves and caverns (which she digs herself), servitude (as she serves Gruumsh), and primitive medicine, and she also helps to restore orcish morale.

Luthic is the deity closest to Bahgtru, her son, and he will follow her commands over all others', even those of Gruumsh. Other orcish gods and goddesses fear her great claws, which are so strong they can tunnel through solid rock. Orcish clerics call her the Cave Mother and conduct her services under ground. Though she represents female orcs, she is worshiped by males as well for her ferocity and her healing powers.

Luthic appears as a huge female orc who wears no armor, but has unbreakable black claws four feet long. Her hair and eyes are dull black and her skin is dark brown, lighter on the nose and ears.

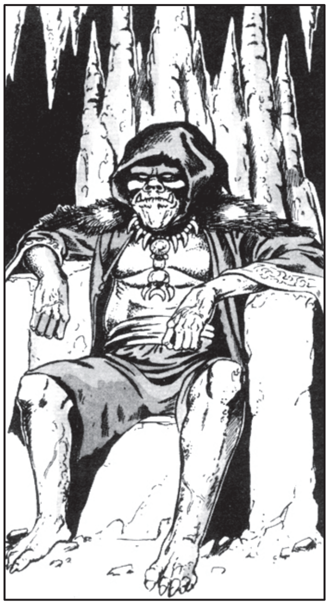
In addition to her claws, Luthic may use magical attacks to undo her opponents. And if she hears anyone abuse her name, orc or non-orc alike, she may choose to render that being susceptible to any disease, so that the next time the victim catches even the most minor of ailments, it will prove fatal within the week. Only the power of three *wish* spells applied while the victim is still alive can undo this curse.

Orcs who follow her worship sometimes rub dirt on themselves to ensure they will have many children, and clerics use earth in casting curative spells (though this is purely a symbolic gesture and not a true material component of the spell).

Luthic's worship is one of the few that allows both male and female orcs to become clerics; nearly all of the other deities permit male clerics only. Orcs in her tribe (that of the Vile Rune) generally dwell under ground, and seem to commit fewer raids against other creatures, though they are especially fierce if their lair is threatened.

Orcs guarding clerics of Luthic gain a + 2 bonus the attack rolls due to their ferocity and madness, but this also imposes a -2 penalty to their Armor Class.

Shargaas "The Night Lord"



Shargaas the Night Lord lives in a tremendous cavern system below the fiery plain of one of the levels of Gehenna. It is said that his caves extend infinitely and are darker than the blackest night. There no creature has sight but Shargaas himself and his orcish spirit servants.

Shargaas, though blinded completely by light from the sun, can see perfectly well in darkness out to a range of a mile or more. He can also climb any surface, even perfectly smooth ones, without slipping.

In the days when he is said to have walked upon the earth, Shargaas could also hide himself and his followers so well that no mortal could detect his ambushes or lairs.

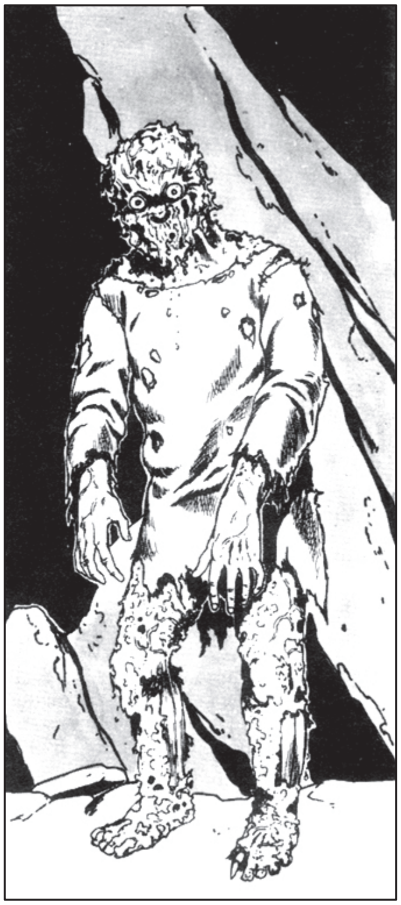
As might be expected, orcish bandits and half-orc thieves hold Shargaas as their patron, as do other regular orc tribes.

Clerics of Shargaas are usually multi-classed cleric/thieves or cleric/assassins.

The major religious holidays in the worship of Shargaas are the times of the new moon, when the sky is dark and cloudy.

Yurtrus "The White Handed"

Yurtrus the White Handed is the terrifying orcish god of death and disease. He appears as a huge, vaguely orcish giant covered with peeling, rotting green flesh; his hands, however, appear completely normal except for being chalk-white in color. Yurtrus has no mouth and doesn't communicate; the orcs have a way of saying "when White-Hands speaks" when they mean "never."

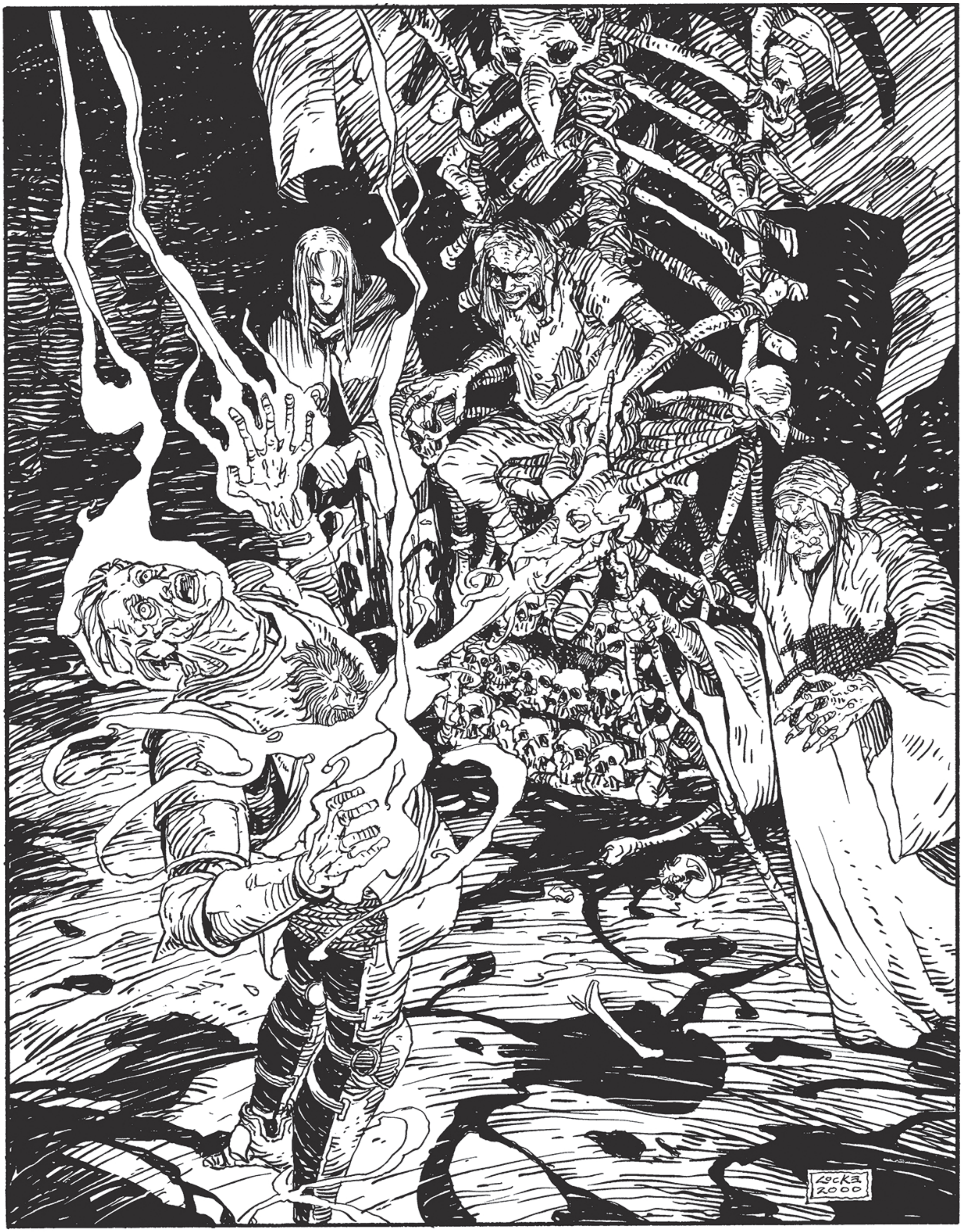


Yurtrus is surrounded by a huge envelope of poisonous, stinking that sickens all mortals within 100 feet.

He may try to touch his victims instead of using his considerable spell abilities; any being he strikes is wounded and will suffers from one or more diseases. Those wounded by Yurtrus cannot be magically healed by any mortal magics short of a wish.

The clerics of Yurtrus wear pale white gloves made from the skins of non-orcish humanoids, humans, or demihumans, during their ceremonies.

They wear thin armor (equivalent to cloth) woven of the same materials. In combat they use maces with the weapon's head made in the shape of a white fist. When plague or disease strikes a group of orcs, the clerics of Yurtrus appeal to him for an end to the illness with great sacrifices of prisoners and slaves.



Iuz the Old

ADVENTURES ON THE WORLD OF GREYHAWK

The following wilderness scenarios have proven useful in capturing the atmosphere of the Flanaess. Although apocryphal, they are based on events suggested by notes scribbled in the margins of the original, recovered manuscript.

Specific details of each adventure must be filled in by individual Dungeon Masters.

Quest of the Mist Golem

Fifteen years ago, the city of Greyhawk (or another city of the central Flanaess) was plagued by a series of strange disappearances among the youth of the noble families. The children simply disappeared at night, never to be seen again, though sometimes they were replaced by simulacrums that committed vile blasphemies and had to be destroyed.

After investigation both magical and mundane, the city magistrate determined that the wizard Murq was behind these awful outrages. (His exact purpose was never ascertained.) When a grim and determined group of high-level guardsmen was sent to apprehend Murq, he had already fled, leaving behind only another simulacrum that was killed vowing vengeance upon the magistrate and the city.

The magician Murq and his outrages have almost been forgotten. Recently, however, the respected magistrate's sleep has been invaded by evil dreams. In these nightmares, mad Murq appears surrounded by a cold fen, threatening the magistrate and the city with doom. He boasts of having found an ancient volume of great power, whose secrets are enabling the wizard to create a mist golem. This creature, Murq claims, can slay others, but cannot itself be slain. When the stars are right, the golem shall be finished. Then it shall be sent to kill; first the magistrate, then anyone it can find, until everyone is slain or driven out of the city.

The court magicians, clerics, and astrologers have analyzed these dreams, Murq's threats, and the appearance of the area from which he “broadcasts” (including the configuration of the sky behind the wizard). They have consulted their histories and star charts, and communed with Celestian. All have come to the conclusion that Murq's threats could be quite real and, if they are, then the mist golem will be completed in only 63 nights. They have pinpointed the source of the dreams as somewhere near the headwaters of the Dulsi River, in the Cold Marshes.

For the sake of the magistrate, and indeed the whole city, Murq's revenge must be thwarted. A group of adventurers (the player characters) has been asked to take the job of tracking down the renegade wizard and foiling his plans before the mist golem can be completed. If they are successful, they will receive a large reward, as well as whatever else they can pick up from evil encounters along the way.

The first part of the journey will be relatively easy, as the characters make their way across the civilized Kingdom of Furyondy to the town of Crockport, on Whyestil Lake. However, from there on the adventurers will be traveling in wild territory. Going up the Dulsi River by boat may seem fastest, but it is too dangerous, as this would be sure to attract the attention of the evil creatures of Iuz. The party will have to travel north by land, avoiding or defeating humanoid bands from the northern Vesve Forest, the scouts and spies of Iuz, and bold Wolf Nomads. Then there is the perilous passage through the Howling Hills: the eastern portion is a spawning ground of evil creatures for Iuz, and the west is the sacred burial ground of the savage and cunning Wolf Nomads. If these barriers are passed, there remains the frigid and monster-ridden Cold Marshes at the end of the trail.

Murq himself is guarded by trolls, gnolls, and invisible stalkers. Even if the wizard is defeated before the 63rd night, the party must still return to the South to claim its reward. It is up to the Dungeon Master to create encounters, Murq, and the mist golem, keeping in mind the relative character level and experience of his or her players.

Werewolves of the Menowood

The Menowood, once a haven of safety for elves, pixies, and others of their ilk, has recently fallen victim to evil intrusions from the south and east. In particular, a ravenous band of werewolves seems to have taken up residence somewhere in the northernmost part of the woods.

These vicious lycanthropes have been raiding the human settlements along the river and the dwarves and gnomes of the Hollow Highlands for several months. The local inhabitants have decided that enough is enough and have pooled their resources to hire the adventurers to eliminate this threat.

Unfortunately, the party's employers rarely venture into the Menowood, and can give the characters no clue as to where to look for the werewolves' lair. When the party ventures into the forest, they are likely to encounter several of the following:

- A band of trolls who have moved into the woods from the Vast Swamp, finding the forest creatures easier pickings. These enterprising monsters have taken to branches and leaves and waiting by game trails to ambush their prey. They will leap on their prey and rend it or try to chase it into concealed pits.
- A group of 20-30 bandits who have just established themselves in the area in the last few weeks. This band was driven out of the Rieuwood by the elves and rangers there. Hearing of the werewolf raiders of the Menowood, the leader of the bandits decided upon a clever plan: the bandits would dress up in wolf skins when the group went on a raid. The victims, already terrorized by the wolf-men, would think the bandits were more of the same, and flee rather than offer resistance. So far, this plan has worked twice, and the bandits have gained quite a bit of loot with no losses. Their only fear is of running into the real werewolves. An encounter with the party will most likely be with a group of wolf-clad bandits heading out on another raid. Among the bandits is a 5th level wizard and 7th level rogue, as well as the fighter leaders.
- Two to five enraged treants who are suspicious of any intruders into the forest, and want all outsiders driven away. If treated with respect, they may indicate for the party the general direction of the werewolves' lair, but they will not help more than this.
- An owlbear and an ogre which hunt as a team, but know enough to keep away from the elves and treants.
- Sylvan elves (11-20) on patrol. They can tell the party where not to look, i.e., what areas the elves control. The elves only know of the werewolves indirectly, since all of the raids have been outside the forest.
- Two dozen Minions of Wastri (q.v.) from the Vast Swamp, with a pack of giant toads, searching for demihumans to hunt down and slay. Included in the group are eight 1st level clerics and one of 7th level.
- A blighted elm treant whose disease has rotted its heartwood, causing it to hate all animal life (including people) and attack on sight.
- The werewolf band, its members staying near their lair until the time is right for another raid. The lycanthropes have appropriated a series of caves in a ravine, and set up a small camp. They are masquerading as simple woodsmen, and will welcome any party of humans and demihumans who come around (only waiting until the party is off guard and surrounded to change shape and attack). Deep in the caves is their treasure room, where they have secreted all of the loot from their raids. The treasure room is also the lair of their leader, a powerful werewolf who is also a vampire! (The other werewolves tolerate their leader's condition, and even

consider it an asset, since the vampire dislikes the curse-tainted blood of the lycanthropes.) The vampire will not come out during the day (even if there is a battle) unless personally disturbed.

DMs will note that this adventure requires fairly high-level characters. Even normal werewolves are not easy for low or mid-levels to handle.

The Lost Passage of the Suloise

When the Rain of Colorless Fire ended the Age of Glory and brought down the Empire, the tribes decided to seek their fate to the east, in the lands of the Flan. To expedite this migration, Slerotin, the Last Mage of Power, caused a great tunnel to be magically made through the northeast mountains. One by one the tribes passed out of the Empire and into the East. When none were left in the Sea of Dust, the Last Mage sealed the tunnel at both ends with a spell that would last a thousand years.

. . . ancient Suloise folklore

Where the Crystalmists border the Yeomanry, humans and demihumans often brave the terrors of the mountains for the sake of the precious stones and metals to be found there. Recently a band of dwarves prospecting for silver discovered a huge cave entrance in a place where none should be. Being dwarves, they investigated further, but were chased away by a huge thundering creature with glowing red eyes that seemed to be invulnerable to their crossbow bolts. The great black horror resembled an unbeatable evil monster from dwarven legend, and so frightened the dwarves that they refuse to go back. In fact, they have told almost no one about the episode, but one night a tipsy dwarf does relate the tale to a certain party of adventurers...

With the dwarf's directions, the party shouldn't have too much trouble finding the tunnel opening. It is hidden by brush and large trees, but not well enough to be missed by determined searchers. The opening, like the passage behind it, is 30 feet tall and 300 feet wide. The tunnel passes through the mountains in a straight line, keeping the same dimensions throughout its entire length of over 200 miles.

The northeastern terminus of the passage is guarded by a large black juggernaut, that “sees” through glowing red gem eyes. Its high armor class causes most missiles to merely bounce off. Over the centuries its magical energies have run down to the point where an unencumbered man can outrun or outmaneuver it. If it does catch any intruders, however, it will crush them flat. It was placed here to destroy any who might find and dispel the magical seal.

As the legend states, the tunnel was magically sealed for a thousand years. The magic of the seal has been wearing off for the last few decades, and is now entirely gone. The Suloise legend is basically true, but what it omits is that, unbeknownst to Slerotin, there was one tribe of Suloise that had not quite escaped the passage when it was sealed. The Lerara tribe was trapped in the giant tunnel, but they and their animals have adapted to the underground environment, and a complete subterranean ecology has developed.

A party advancing down the tunnel will find that most areas are dry and empty of anything but dust, but some are damp or even wet, and fungi of all types (including edible and phosphorescent) grow in these areas. After 25 miles or so, travelers will encounter the first outposts of Lerara society. Fair to begin with, the Lerara have now become near-albinos, with pale bluish-white eyes and silver-white hair. These degenerate and inbred Suloise cultivate various types of fungi for food, and use giant millipedes as draft animals. The warriors of the nobility use the giant millipedes for mounts, and this squiggly cavalry makes up about one-quarter of their troops. All of the Leraras' weapons are coated with a paralytic fungus poison.

The Lerara have not been completely cut off for the millennium. When the migration tunnel was originally made, it intersected a much smaller tunnel about halfway through the mountains, and since then, strange boring creatures have made new tunnels. The smaller tunnel connects to the deeper maze of tunnels below the Hellfurnaces to the south. Eventually the Lerara established some trade with the drow society there, exchanging fungus poison for weapons, goods and animals (such as the millipedes). However, even with the drow contacts, the Lerara might have eventually died out in their dismal underground domain, if they had not found something else in the tunnels below the major passage. In a place where no foot had trod for an eon, they found a thing they could worship, and a reason for existence - the Mother.

The Mother is virtually a physical embodiment of evil, radiating vileness and wickedness that is somehow strangely attractive. Physically, the Mother looks like a huge, white, glowing ooze that covers the walls and ceiling of its large cave, with complicated ripples and waves continually flowing back and forth across its surface. The floor of the Cavern of the Mother is littered with the Leraras' ancient treasure, which they were carrying when trapped, and which they offered to the Mother when they discovered her divine evilness. Among this treasure are the bones of previous sacrifices.

The Lerara are as yet unaware that the tunnel seals are open. When they encounter a party of intruders, they will initially be very surprised, and their first impulse will be to retreat down the tunnel, away from this inexplicable occurrence. After a little time, their attitude will change and they will welcome the party, apparently delighted to finally meet people from the outside world. They will offer to lead the party to their chief, a trip which will take many “sleeps.” If the party goes along, the characters will receive every evidence of hospitality. Actually, the Lerara warriors are leading the party to the tunnel intersection, and then below the passage to the Cavern of the Mother, while always pretending to go to the chief's cave. When they near the Cavern of the Mother, the Lerara warriors plan to attack the party, paralyze them, and cast them into the Mother's body, which will then gradually drain them of life.

Depending on the levels, number, and experience of the adventurers' party, the DM will have to decide how tough to make the juggernaut, the Lerara, and the Mother. The DM should also create the Mother's treasure to fit the campaign.

The Jungle of Lost Ships

While in Sulward, the capital of the Lordship of the Isles, the adventurers are approached by an aging merchant who has a business proposition. He tells the party that one of his ships on a regular trade run to Hepmonaland was caught by a sudden storm, and blown hundreds of leagues off course to the east. Then the wind died, and the ship was drawn by a strange current to a place where there was a great mass of incredibly dense and tangled seaweed. Some of this seaweed had seemingly formed into great floating mounds. As they drifted closer, the captain realized that the floating mounds were actually derelict ships, trapped and overgrown by the weed. The captain saw ships of all nations, even ships of types that had been out of use for decades or that he had never seen before. Most importantly, he recognized two as being from the legendary Lost Treasure Fleet of the Sea Princes. Fortunately, another storm blew up and the ship was able to escape before becoming permanently mired. The captain reported all this to the merchant and then retired, since the Hepmonaland run was to have been his last voyage anyway.

The merchant is planning a trip to the sea of weeds to loot these lost treasure ships. He tells the party that he wants to hire them to deal with the many strange monsters that live in and around the seaweed, if they should try to interfere with the salvaging. In payment, the adventurers can have any treasure they themselves find and can personally carry. However, they must realize that the entire mission must be kept secret to avoid competition. In fact, their ship is leaving tonight at midnight before talk can spread, from a point a few miles down the coast.

Most of the merchant's story is valid. Its major deviation from truth is that the teller is no merchant at all, and is in fact the Sulward Guildmaster of Assassins in disguise. The information about the trapped treasure ships was obtained from pirates who robbed and sank the merchant vessel, but not before the captain tried to buy his life with the story.

All he bought was a quick death. The pirates needed money for repairs, so they have teamed up with the Sulward Assassins' Guild, whose leader was once a pirate himself. The Guild put up the money for the mission, having just been paid a large sum by the Sea Barons for assassinating the Lordship's Grand Admiral. For this deed, the Prince of Duxchan is attempting in earnest to destroy the Guild, so most of the assassins (including the Guildmaster) are going on the voyage, hoping the heat will have cooled down by the time of their return. The ship the adventurers are to meet down the coast is actually the refurbished pirate craft, disguised as an armed merchant vessel.

The Merchant/Guildmaster's job offer to the party is quite real. However, he has neglected to mention that, once the raid on the treasure ships has been successfully completed, the assassins (disguised as sailors) will attempt to do away with the party. The assassination attempt will come under the most favorable conditions, i.e., at night, when all or most of the party is asleep.

The pirates and assassins are all under orders to pretend to be nothing more than normal rough-and-tumble sailors, and have been threatened with dire punishments should they give away their true natures. If the ship is attacked by sea monsters on the way to the weed-sea, the crew is to let the adventurers do the bulk of the fighting.

The seaweed jungle is at the center of a giant, slow, whirling pool of ocean currents; when the ship reaches its destination, it will not be able to find the treasure ships immediately, due to the slow rotation of the colossal weed patch. The weed-mat is navigable around the fringes, but the sailors will have to work very hard to avoid being trapped. Most of the trapped ships were originally crippled by storm damage, and a healthy ship should be able to keep out through hard work, although oars will help.

The first thing the characters will notice about the seaweed jungle is that it is swarming with life of all sorts: fish, birds, crustaceans, eels. It is a floating reef, a haven for all sorts of creatures. This includes predators such as octopi and squids (some quite large), Portuguese men-of-war, barracudas, giant sea snakes, sharks, sea crocodiles, etc. The seaweed itself is dangerous, as strangle weed abounds, always ready to trap the unwary.

Over an area of several square miles, there are dozens of the great weed mounds that mark the corpses of trapped ships. All of them look roughly similar, so the sailors and characters will probably have to search at least several of them before finding the lost treasure ships. Getting into the center of the weeds will be a problem, since no ship's boat can push its way through the matted plants. When they do get in, they will find that many of the ships are inhabited!

The inhabitants found here are varied and strange. There is a ship occupied by a hunting band of lizard men, a ship haunted by lacedons (sea ghouls) and drowned zombies, and a ship that serves as a kelpies' lair. Kopoacinth lurk just under the surface, waiting to snatch the unwary straggler. There is a ship made of metal, with no mast or oars, and charts of unknown seas. Finally, there are eight ships that are home to a strange society of half-mad humans, a mongrel group of remnants from centuries of shipwrecks. Now they survive by fishing through holes cut in the seaweed. They travel by walking across the matted plants on snowshoe-like footgear made of light planks. Most are armed with spears. They worship a spirit of the ocean, and believe that all the land beyond the horizon has sunken beneath the waves, leaving a world covered by seas. All newcomers must swear the truth of this doctrine or be slain as blasphemers. The leader of the seaweed-tribe is their high priest, Narawa, whose most notable attributes are intolerance and insanity (as well as high charisma).

How much treasure remains on the Lost Treasure Fleet is up to the individual DM. The reward should be commensurate with the difficulty of the adventure.

The Copper Raider

The Voormann of Perrenland is worried. The Cantons export a great deal of copper to the south, but for ten weeks no copper caravan has reached the town of Highfolk safely. Three caravans were completely destroyed, the caravaneers slain, and the copper and other wealth stolen. The third caravan was protected by 24 men-at-arms, but all were killed and looted.

Much other trade has passed between Schwartzenbruin and Highfolk without a sign of trouble, but the copper trade has ground to a halt. None of the locals are willing to risk taking a copper shipment through, so the Voormann is looking for a group of outside adventurers. Their mission will be to take the copper through to Highfolk. If they are able to destroy whatever has been attacking the copper caravans, they will reap a rich reward. (And if they find and keep some of the loot stolen from the previous caravans, no one will complain.)

The road from Schwartzenbruin to Highfolk follows the Velverdyva River, winding through a deep canyon where it pierces the Yatil Mountains. Travelers will occasionally be attacked by humanoid raiders in this area, but the Perrenlanders have driven most of these groups away.

Progress through the canyon is slowed by the occasional rock falls and landslides that block the road. The river flows sometimes on the east side of the canyon, sometimes on the west, so the road bridges the river here and there, and sometimes passes through tunnels in the canyon walls.

As the party will discover, the creature responsible for the attacks on the copper caravans is Clonoc, a large, old copper dragon. Clonoc lost a duel with a demon, and is now possessed. However, the dragon's body and brain were too large for the rather small demon to possess completely, so the demon's attempts at control have resulted in a somewhat deranged, split personality. The demon's plans to make the dragon attack all passing trade have been mostly circumvented, except when a copper caravan passes, a thing which the dragon's tortured brain somehow perceives as a deliberate insult. Then the demon takes control, and the caravan is assaulted. Once the caravaneers are all slain, the dragon's natural greed (enhanced by demonic avarice) takes over, and the loot is hauled back to the dragon's lair. Somewhere inside him, the dragon regrets his actions, but can do nothing about it.

When he is about to attack a caravan, Clonoc (who is a magic-using dragon) casts invisibility on himself, and then glides down from the canyon heights to the attack, becoming visible only when he rakes the party with his first acid breath. From this point until the battle is over, the demon is in full control of the dragon's fighting faculties. This loosens its control of other areas, allowing Clonoc's personality some leeway, so that as the dragon is trying to slay everyone in the caravan, it will be roaring, "Help me! Save me! I'm possessed!" etc., in Common.

The dragon cannot be subdued while demon-possessed, but if it is captured or incapacitated, the demon will assume control over the dragon's speech center and respond to questions with insults and threats. If the demon is exorcised from the dragon, Clonoc will gratefully give up the copper caravans' loot, perhaps even with something extra added from his own hoard.

As with the other adventures, the DM must decide on the amounts of treasure, to best suit his or her individual campaign.

The Stolen Seal

The successful alliance of the Barony of Ratik and the Frost Barbarians has caused much consternation in Bone March (and among the Baron of Ratik's political enemies in Rauxes). The tribes of the Bone March are still smarting from the drubbing they received last year from the combined Ratik-Fruztii armies, so the evil leaders of the humanoids have determined that the northern alliance must be dissolved. Certain espionage elements in Marner that usually work for the Overking were contacted, and an agreement was reached.

In a daring raid, the Seal of the Alliance was stolen from the Baronial Vault. This symbolic parchment was endorsed and blessed by the gods of both Ratik and Fruztii, and the superstitious Frost Barbarians place great store in its continued safety. Once it is learned that the men of Ratik were unable to keep it safe, the alliance will probably fall apart, or at least be greatly damaged. The Seal is now being taken to Spinecastle, where it will be displayed and its theft publicly announced.

The above information was obtained (under duress) from one of the spies who was captured in the raid on the vault. The player characters have been asked by the Baron to accompany a platoon of troops in pursuit of the thieves. Their purpose is to capture the conspirators and retrieve the Seal, following them into Bone March, if necessary.

The party will be provided with fast horses (if they have none of their own) and hurried along to join up with the platoon. On the road, a group of bandits hired by the conspirators will delay the pursuers just long enough to enable the thieves to get across the border. The road at the border (high in the hills) is guarded by two companies of orcs, too much for the platoon to handle. The officer of the platoon will suggest the party abandon the road and sneak across the border to the east or west, while the horsemen set up a diversion for the orcs. From here on, it is up to the party to catch the conspirators, retrieve the Seal, and bring it back to Marner.

Despite the diversion, the party will encounter a few orc guards. If these are not silenced properly, they could bring many reinforcements. Once they get over the border and back to the road, the party should be able to catch up with the now slow-moving conspirators after a couple of hours of hard riding. However, regaining the Seal will not be easy, for the thieves and assassins from Marner are now riding with an armed group that was waiting for them with the border guard.

This group includes:

- 24 orcs, including some leader types.
- An evil human wizard of high level, with appropriate magic items. (He now carries the Seal.)
- 5 ogres, all well-armed and armored.
- A charmed minotaur which protects and obeys the wizard.

The DM should add or subtract enemies where necessary for balance. The minotaur is very alert, so the group will not be easy to surprise. In fact, if the monsters hear the horses of their pursuers at a sufficient distance, the hunters may themselves be surprised by an impromptu ambush.

If the party is successful in regaining the Seal, they must still escape back through the enslaved countryside to Ratik. In particular, the orcs at the border could be a lot of trouble. They are, by this time, aware that somebody has sneaked past them and will be waiting for similar tricks from either direction. They are commanded by a half-orc fighter/assassin, who will make clever use of his savage troops.

The reward for the retrieval of the Seal is of course up to the Dungeon Master.

Adventure Locales

Many famous adventures have occurred in the World of Greyhawk, and much remains for the intrepid adventurer. Many of these heroic exercises have been published, and are available for those who wish to study the exploits and evils of the Flanaess. The locations of these adventures are listed below.

Slave Pits of the Undercity (A1): This adventure occurs at Highport, in the Pomarj, in hex A4-101.

Secret of the Slavers' Stockade (A2): The slavers' stockade is somewhat south of Highport, at the southern edge of hex A4-102.

Assault on the Aerie of the Slave Lords (A3): The aerie of the slave lords is hidden in the heights of the Drachensgrab, in hex A4-104.

In the Dungeons of the Slave Lords (A4): The culmination of this thrilling series is set in the same mountain crater lake as the aerie, hex A4-104.

The Hidden Shrine of Tamoachan (C1): These distant ruins are located at the very edge of the map, in hex A4-137.

The Ghost Tower of Inverness (C2): The Ghost Tower is located in the foothills of the Abbor-Alz, on a rocky outcropping overlooking Woolly Bay, in hex A4-92.

Descent into the Depths of the Earth (D1-2): This maze of tunnels and evil monsters is located under hex M5-138, beneath the Hellfurnaces.

Vault of the Drow (D3): The land of the dark elves is under hex NS-138, in the Hellfurnaces.

Against the Giants (G1-2-3): These adventures occur in several different locations throughout Crystalmist Mountains and Jotens. The Steading of the Hill Giant Chief is in hex P5-129; The Glacial Rift of the Frost Giant Jarl is in hex S5-134; and the Hall of the Fire Giant King is in hex M5-138.

Dungeonland (EX1): This strange land of talking animals and giant plants is in hex D4-86.

The Land Beyond the Magic Mirror (EX2): This equally-confusing region is adjacent to Dungeonland, in hex D4-86.

Dwellers of the Forbidden City (I1): The weird city of the yuan-ti can be found in hex Y-109.

The Secret of Bone Hill (L1): The city of Restenford is on Lendore Isle, in hex B-78.

The Assassin's Knot (L2): The town of Garrotten is on Lendore Isle, in hex B-78.

Against the Cult of the Reptile God (N1): The village of Orlane is settled between the Dim Forest and the Rushmoors, in hex K5-113. The cult's tunnel complex is in the Rushmoors, in hex H5-112.

Queen of the Demonweb Pits (Q1): The abode of Lolth exists on another plane of existence, which connects to the Prime Material Plane only under hex NS-138, in the Vault of the Drow.

Tomb of Horrors (S1): This ancient tomb is most probably located at the heart of the Vast Swamp, in hex K2-97.

White Plume Mountain (S2): The ancient volcano fortified by Keraptis is near the Riftcanyon, in hex T3-70.

Expedition to the Barrier Peaks (S3): This most unusual of adventures takes place deep in the Barrier mountains, in hexA6-119.

The Village of Hommlet (T1): The legendary village is located in hex 04-98 near Verbobonc.

The Lost Caverns of Tsojcanth (S4): This strange magical hoard is hidden somewhere on the border between Perrenland and Ket, in hex E5-88.

The Forgotten Temple of Tharizdun (WG4): This desolate and forbidding edifice can be found near the lost caverns, in hex F5-88.

ENCOUNTER TABLES

Encounter tables are provided herein for all the major areas of the World of Greyhawk. Where users are referred to "Standard Encounter Tables," consult those found on pages 228-239 in the Dungeon Master's Guide. If monsters are encountered, consult the relevant entry of the Monstrous Manual.

Random Encounter Tables: Lands of the Flanaess

Most of the tables in this section apply to open terrain areas inside the various countries. Border territories should be treated as wilderness, but 10% of such encounters are with patrols. The standard 25% chance for encounter with a patrol applies within a state. Such probabilities must be adjusted to match conditions.

For example, if warfare breaks out between two states, the border area would be filled with troops, so patrol activity would at least double, and monster-type encounters would likely be replaced by encounters with armed forces.

If an encounter is with unspecified humanoids, demihumans, or giants, refer to the Monstrous Manual for details on the various types of humanoids (kobolds, goblin, orcs, etc.), demihumans (such as dwarves, elves, gnomes, and halflings), and giants (trolls, ogres, ettins, giants, etc.).

Many entries on these tables deal with patrols or bodies of armed men or demihumans. When such an encounter is indicated, refer to the descriptions that begin on page 101 of this tome.

Almor, Nyrond, and the County and Duchy of Urnst

Almor	Nyrond	County	Duchy	Encounter
	01-02	01-02	01-03	Demihumans
			04-07	Dwarves
	03-04			Elves, Sylvan
	05-06		08-11	Gnomes
	07	03-07	12-14	Halflings, Hairfoot
			15-17	Halflings, Stout
	08			Halflings, Tallfellow
	09-11	08-11	18-20	Humanoids
01-05	12-14	12-17	21-24	Men, Bandits
06-08	15-16	18-20	25-27	Men, Brigands [1]
09-25	17-35	21-40	28-40	Men, Merchants
			41-43	Men, Nomads (hills area)
26-35	36-37	41-45		Men, Patrol, Heavy
	38-40		44-49	Men, Patrol, Light
36-45	41-42	46-47	50-51	Men, Pilgrims
	43-48	48-53		Men, Raiders
		54-55	52-53	Men, Rhennee (near water)
	49-50		54-55	Men, Tribesmen (hillmen)
46-00	51-00	56-00	56-00	Use Standard Encounter Tables

[1] Raiding party in Almor

Bandit Kingdoms, Horned Society, Iuz, and Rovers of the Barrens

Bandits	Horned Society	Iuz	Rovers	Encounter
01-02		01-03		Bugbears
			01-06	Centaurs
	01-03			Flinds
		04		Giants
03-04		05-10	07-10	Gnolls
05		11-12		Gnolls and Flinds
06-08	04-05	13-14		Goblins
			11-12	Goblins and Wargs
09-10	06			Goblins and Xvarts
11-12	07-15	15-16		Hobgoblins [1]
13	16-20	17-18		Hobgoblins and Norkers [2]
	21-22		13-15	Humanoids
	23-25			Kobolds
14-33	26-28	19-22		Men, Bandits
34-50	29-33	23-25		Men, Brigands
			16-20	Men, Merchants
	34-36	26-30	21-40	Men, Nomads
51-55	37			Men, Patrol, Knights
	38-40			Men, Patrol, Medium
			41-45	Men, Raiders
		31-34	46-53	Men, Tribesmen [3]
		35-37		Norkers
		38-39		Ogres
		40-41		Ogrillons
56-59	41-47	42-45		Orcs [4]
60	48-50	46-48		Orcs and Ogrillons [5]
			54-55	Qullans
		49-53		Soldiery
		54-55		Trolls
61-00	51-00	56-00	56-00	Use Standard Encounter Tables

[1] Hobgoblins in the Horned Society are 25% soldiery.

[2] 2-50 hobgoblins and norkers are encountered in Iuz.

[3] Hills or woods in the Barrens

[4] Orcs in the Horned Society are 25% soldiery.

[5] 20-80 orcs and ogrillons encountered in Iuz.

Bissel, Gran March, and Keoland

Bissel	Gran March	Keoland	Encounter
	01-02		Demihumans
	03-04	01	Dwarves
	05-06		Dwarves, Mountain
		02	Elves, High
		03-10	Elves, Sylvan
	07-10	11-15	Gnomes
		16	Halflings, Hairfoot
		17-18	Halflings, Stout
		19-20	Halflings, Tallfellow
01-02	11-15	21-25	Humanoids
03-05	16-19	26-29	Men, Bandits
06-07	20-23	30-31	Men, Brigands
08-20	24-45	32-43	Men, Merchants
21-25	46-48		Men, Patrol, Knights
		44-50	Men, Patrol, Light
26-35	49-55		Men, Patrol, Medium
36-40	56-57	51-52	Men, Pilgrims
41-45	58-61		Men, Raiders
	62-65	53-55	Men, Tribesmen [1]
46-00	66-00	56-00	Use Standard Encounter Tables

[1] Hillmen or marshmen in Keoland, marshmen in Gran March.

Blackmoor

Roll	Encounter
01-02	Gibberlings
03-05	Humanoids
06-07	Men, Brigands
08-09	Men, Cavemen
10-15	Men, Merchants
16-25	Men, Nomads
26-30	Men, Patrol, Medium
31-32	Men, Pilgrims
33-34	Quaggoth
35-37	Qullans
38-40	Trolls, Ice
41-00	Use Standard Encounter Tables

Bone March and the Pomarj

Bone March	Pomarj	Encounter
01-02	01-02	Bugbears
03		Giant (evil only)
04-07	03-05	Gnolls
08-09	06	Gnolls and Flinds
10-11	07-12	Goblins
12	13-15	Goblins and Xvarts
13-14	16-17	Hobgoblins
15	18	Hobgoblins and Norkers
16-17	19-20	Kobolds
18-21	21-25	Men, Bandits
22-29	26-28	Men, Brigands
30-34		Men, Raiders
	29-30	Men, Tribesmen (hillmen)
35	31-32	Norkers
36-39	33	Ogres
40-41		Ogres and Ogrillons
42	34	Ogrillons
	35-41	Orcs
	42-44	Orcs and Ogrillons
43	45	Trolls
44-45		Xvarts
46-00	46-00	Use Standard Encounter Tables

Celene and Highfolk

Celene	Highfolk	Encounter
01-02	01-02	Dwarves
03	03	Dwarves, Mountain
04-20		Elves, Gray
21-25	04-15	Elves, High
	16-17	Elves, Knights
26-40	18-22	Elves, Sylvan
41-46	23-24	Gnomes
47		Halflings, Hairfoot
48		Halflings, Stout
49-50	25-26	Halflings, Tallfellow
51-53	27-28	Humanoids
56-57	32-33	Men, Brigands
58-63	34-40	Men, Merchants
64-77	41-43	Men, Patrol, Light
78-80	44-45	Men, Pilgrims
81-00	46-00	Use Standard Encounter Tables

Dyvers, Greyhawk, and Verbobonc

Dyvers	Greyhawk	Verbobonc	Encounter
01-03	01	01-03	Demi-humans
	02-03	04-06	Elves, Sylvan
	04	07-11	Gnomes
04-05	05	12-15	Humanoids
06-10	06-07	16-18	Men, Bandits
11-12	08-09	19-20	Men, Brigands
13-15			Men, Buccaneers [1]
	10-11		Men, Characters
16-30	12-30	21-30	Men, Merchants
		31-34	Men, Patrol, Levies
		35-37	Men, Patrol, Light
31-40	31-35		Men, Patrol, Medium
	36	38-40	Men, Pilgrims
41-42			Men, Pirates [1]
	37-38		Men, Raiders
43-45			Men, Rhennee [1]
	39-40		Men, Tribesmen [2]
		41-42	Norkers
		43-45	Xvarts
46-00	41-00	46-00	Use Standard Encounter Tables

[1] Near water

[2] Hill or marshmen

Ekbir, Tusmit, and Zeif

Roll	Encounter
01-02	Humanoids
03-07	Men, Bandits
08-10	Men, Brigands
11-15	Men, Dervishes
16-33	Men, Merchants
34-38	Men, Nomads
39-42	Men, Patrol, Light
43-45	Men, Patrol, Medium
46-50	Men, Pilgrims
51-55	Men, Raiders
56-00	Use Standard Encounter Tables

Frost, Ice, and Snow Barbarians

Roll	Encounter
01-02	Bugbears
03-06	Dwarves
07-10	Dwarves, Mountain
11-12	Giant, Frost
13-15	Giant, Hill
16-17	Giant, Mountain
18-19	Giant, Stone
20-21	Humanoids
22-28	Men, Bandits
29-40	Men, Berserkers
41-45	Men, Merchants
46-50	Men, Raiders
51-53	Ogres
54-55	Trolls
56-57	Trolls, Giant
58-60	Trolls, Ice
61-00	Use Standard Encounter Tables

Furyondy, The Shield Lands, and Veluna

Furyondy	Shield Lands	Veluna	Encounter
01	01-03	01-03	Demihumans
02-04			Elves, Gray
05-10		04-10	Elves, High
11-15		11-15	Gnomes
16-20			Halflings
21-24			Hobgoblins (raiding)
25-26			Hobgoblins and Norkers (raiding)
27-30	04-13	16-20	Humanoids
31-35	14-20	21-24	Men, Bandits
36-38	21-25	25-27	Men, Brigands
	26-28		Men, Buccaneers [1]
	29-30		Men, Characters
39-58	31-40	28-40	Men, Merchants
59-60			Men, Patrol, Heavy
61-67	41-44	41	Men, Patrol, Knights
68-73	42-43		Men, Patrol, Light
74-80	45-48	44-45	Men, Patrol, Medium
81-85	49-50	46-50	Men, Pilgrims
		51-55	Men, Raiders
		51-52	Men, Pirates [1]
		53-55	Men, Rhennee [1]
		56-60	Men, Tribesmen (hillmen)
86-88			Orcs (raiding)
89-90			Orcs and Ogrillons (raiding)
91-00	56-00	61-00	Use Standard Encounter Tables

[1] Near water

Geoff, Sterich, and The Yeomanry

Geoff	Sterich	Yeomanry	Encounter
01-05	01-03	01-12	Demihumans
	04-07	03-05	Dwarves [1]
06-20		06-09	Elves, High
21-25	08-09		Giants
	10-13		Gnomes
	14-15	10	Halflings, Hairfoot
	16-18	11-12	Halflings, Stout
		13-15	Halflings, Tallfellow
	19-24	16-20	Humanoids
26-29	25-29	21-26	Men, Bandits
30-31	30-32	27-30	Men, Brigands
	33-34		Men, Cavemen (in mountains)
32-45	35-43	31-40	Men, Merchants
		41-42	Men, Patrol, Levies
46-58	44-47	43-46	Ogres
59-60	48-49	47-48	Men, Pilgrims
	50-51	49-52	Men, Raiders
	52-53	53-55	Men, Tribesmen (in hill) [2]
61-63	54		Ogres
64-65	55		Trolls
66-00	56-00	56-00	Use Standard Encounter Tables

[1] Mountain dwarves in Sterich

[2] Hillmen or marshmen in the Yeomanry

Gran March: See Bissel

Great Kingdom, See of Medegia, North Province, and South Province

Great Kingdom	See of Medegia	North Province	South Province	Encounter
01-03	01-03	01-02		Demihumans
	04-08			Dwarves
	09-15			Elves, Sylvan
		03-05		Hobgoblin Soldiery
04-10	16-20	06-08	01-03	Humanoids
11-15	21-24	09-11	04-10	Men, Bandits
16-20	25-28	12-13	11-15	Men, Brigands
21-40	29-40	14-25	16-30	Men, Merchants
41-44	41-42		31-34	Men, Patrol, Heavy
45-47	43-45	29-30	35-40	Men, Patrol, Light
48-50	46-48	31-33		Men, Patrol, Slaver
51-53	49-50	34-35	41-42	Men, Pilgrims
54-67	51-60	36-40	43-48	Men, Raiders
			49-51	Men, Tribesmen (hillmen)
		41-42		Ogrillons and Orcs
68-70	61-65	43-45	52-55	Orcs [1]
71-00	66-00	46-00	56-00	Use Standard Encounter Tables

[1] Orc soldiery in the Great Kingdom, Medegia, and South Province.

Horned Society: See Bandit Kingdoms

Idee and Irongate (Onnwal)

Idee	Irongate (Onnwal)	Encounter
01-02	01-05	Demi-humans
03-06		Gnomes
07-10	06-09	Men, Bandits
11-12	10-11	Men, Brigands
	12-14	Men, Buccaneers [1]
13-30	15-30	Men, Merchants
31-35	31-34	Men, Patrol, Levies
36-42	35-37	Men, Patrol, Medium
43-45	38-40	Men, Pilgrims
	41-45	Men, Pirates [1]
46-00	46-00	Use Standard Encounter Tables

[1] Near water

Irongate: See Idee

Iuz: See Bandit Kingdoms

Ket and Perrenland

Ket	Perrenland	Encounter
01-02	01-06	Demihumans
03-05	07-10	Humanoids
06-09	11-14	Men, Bandits
10-11	15-17	Men, Brigands
12-13		Men, Dervishes
14-25	18-25	Men, Merchants
26-29	26-28	Men, Nomads [1]
	29-32	Men, Patrol, Levies
30-33	33-36	Men, Patrol, Light
34-35	37-40	Men, Pilgrims
36-38	41-45	Men, Raiders
39-45	46-50	Men, Tribesmen [2]
46-00	51-00	Use Standard Encounter Tables

[1] In the north of Perrenland

[2] Add 10-60 tribesmen in Ket; hillmen in Perrenland

Lordship of the Isles and The Sea Barons

Lordship of the Isles	Sea Barons	Encounter
01-05		Demihumans
06-08	01-07	Men, Bandits
09-10	08-12	Men, Brigands
11-20	13-22	Men, Buccaneers [1]
21-50	23-45	Men, Merchants
51-55	46-55	Men, Patrol, Light
56-60	56-60	Men, Pirates [1]
61-70	61-70	Men, Raiders
71-00	71-00	Use Standard Encounter Tables

[1] Near water

North Province: See Great Kingdom

Nyrond: See Almor

Onnwal: See Idee and Irongate/Onnwal

The Pale, Ratik, and The Duchy of Tenh

Pale	Ratik	Tenh	Encounter
01-03		01-03	Demihumans
	01-02		Dwarves
	03-06		Dwarves, Mountain
	07-08		Elves, Sylvan
	09-11		Gnomes
04-05	12-17	04-10	Humanoids
06-11	18-21	11-16	Men, Bandits
12-15	22-23	17-20	Men, Brigands
16-30	24-30	21-30	Men, Merchants
	31-34		Men, Patrol, Light
31-35	35-37	31-35	Men, Patrol, Medium
36-40		36-37	Men, Pilgrims
41-45		38-44	Men, Raiders
	38-42		Men, Tribesmen (hillmen)
	43-45		Men, Woodsmen
		45	Trolls
46-00	46-00	46-00	Use Standard Encounter Tables

Perrenland: See Ket

Plains of the Paynims and Ull

Paynims	Ull	Encounter
01-02	01-05	Humanoids
03-05	06-10	Men, Bandits
06-10		Men, Dervishes
11-15	11-20	Men, Merchants
16-25	21-30	Men, Nomads [1]
	31-35	Men, Raiders
	36-40	Men, Tribesmen
26-00	41-00	Use Standard Encounter Tables

[1] 40-400 nomads encountered in Ull.

Rel Astra: See Great Kingdom

Rovers of the Barrens: See Bandit Kingdoms

The Scarlet Brotherhood and Sunndi

Brotherhood	Sunndi	Encounter
	01-05	Demihumans
	06-09	Dwarves, Mountain
	10-13	Elves, Gray
	14-15	Gnomes
01-03		Goblins
04-05		Hobgoblins
06-08	16-22	Humanoids
	23-25	Lizardmen (near swamp)
09-15	26-28	Men, Bandits
	29-30	Men, Brigands
16-25	31-40	Men, Merchants
26-30		Men, Nomads
	41-43	Men, Patrol, Levies
31-35	44-45	Men, Patrol, Light
36-40		Men, Patrol. Slaver
41-43	46-47	Men, Pilgrims
44-49	48-56	Men, Raiders
50-56	57-60	Men, Tribesmen [1]
57-60		Orcs
61-00	61-00	Use Standard Encounter Tables

[1] Hillmen in Sunndi

Sea Princes

Roll	Encounter
01-03	Demihumans
04-07	Humanoids
08-12	Men, Bandits
13-15	Men, Brigands
16-18	Men, Buccaneers (near water)
19-28	Men, Merchants
29-33	Men, Patrol, Light
34-39	Men, Patrol, Slaver
40-41	Men, Pilgrim
42-45	Men, Tribesmen (hill or marshes)
46-00	Use Standard Encounter Tables

Shield Lands: See Furyondy

South Provinces: See Great Kingdom

Spindrift Isles

Lendore Isle	Northern Isles	Encounter
01-05	01-05	Demihumans
	06-10	Elves, Gray
	11-20	Elves, High
06-10		Humanoids
11-20		Kobolds
21-25	21-25	Men, Bandits
26-45	26-45	Men, Merchants
46-50		Men, Patrol, Light
	46-50	Men, Raiders
	51-65	Men, Tribesmen
51-65		Orcs
66-00	66-00	Use Standard Encounter Tables

Stonefist, Tiger Nomads, and Wolf Nomads

Stonefist	Nomads	Encounter
01-05	01-05	Humanoids
06-12	06-09	Men, Bandits
13-15	10-12	Men, Brigands
16-20	13-20	Men, Merchants
21-30	21-40	Men, Nomads
31-35		Men, Patrol, Warband
36-40		Men, Raiders
41-45	41-43	Men, Tribesmen [1]
	44-45	Quaggoths [2]
46-00	46-00	Use Standard Encounter Tables

[1] Nomad tribesmen found only in the hills, mountains, and forests

[2] Near Burneal Forest

Tenh, Duchy of: See The Pale

Tige Nomads: See Stonefist

Tusmit: See Ekbir

Ulek (County, Duchy, and Principality)

County	Duchy	Principality	Encounter
01-03	01-05	01-04	Demihumans
		05-09	Dwarves
		10-17	Dwarves, Mountain
	06-13		Elves, High
	14-19		Elves, Patrol
	20-24		Elves, Sylvan
04-10	25-30	18-21	Gnomes
11-14			Halflings, Hairfoot
15-17		22-24	Halflings, Stout
18-19			Halflings, Tallfellow
		25-26	Humanoids
20-25	31-35	27-32	Men, Bandits
26-40	36-45	33-45	Men, Merchants
41-43		46-50	Men, Patrol, Light
	46-48	51-53	Men, Pilgrims
44-45	49-50	54-55	Men, Tribesmen [1]
46-00	51-00	56-00	Use Standard Encounter Tables

[1] Hillmen in County and Duchy

Urnst, County and Duchy: See Almor

Valley of the Mage

Roll	Encounter
01-03	Demihumans
04-12	Elf, Valley
13-17	Gnomes
18-20	Humanoids
21-23	Men, Bandits
24-25	Men, Brigands
26-27	Men, Cavemen (mountain)
28-29	Men, Characters
30-33	Men, Patrol, Heavy
34-35	Men, Tribesmen
36-00	Use Standard Encounter Tables

Veluna: See Furyondy

Wild Coast

Roll	Encounter
01-05	Demihumans
06-12	Humanoids
13-18	Men, Bandits
19-22	Men, Brigands
23-30	Men, Merchants
31-36	Men, Patrol, Medium
37-38	Men, Patrol, Slaver
39-40	Men, Raiders
41-00	Use Standard Encounter Tables

Wolf Nomads: See Stonefist

Yeomanry: See Geoff

Zeif: See Ekbir

Random Encounter Tables: Forests

Adri and Grandwood Forests

Adri	Grandwood	Encounter
01-05	01-07	Elves, Sylvan
06-08		Gnomes
	08-10	Halflings
09-15	11-15	Humanoids
16-18	16-20	Men, Bandits [1]
19-20	21-23	Men, Brigands
	24-25	Men, Patrol, False
	26-30	Men, Patrol, Light
21-45	31-45	Men, Woodsmen
	46-50	Orc, Soldiery
46-00	51-00	Use Standard Encounter Tables

[1] 50% of Grandwood woodsmen tend towards good alignment

Amedio Jungle and Hepmonaland

Roll	Encounter
01-10	Dakon
11-15	Gibberlings
16-20	Men, Patrol, Slaver
21-30	Men, Tribesmen
31-45	Men, Tribesmen (cannibals)
46-00	Use Standard Encounter Tables

Axewood, Dreadwood, Menowood, Rieuwood, and Silverwood

Axe-, Meno-, Siverwood	Dread-Wood	Rieu-Wood	Encounter
		01-05	Elves, Patrol
01-30	01-10	06-15	Elves, Sylvan
31-35	11-13	16-20	Gnomes
	14		Halflings, Hairfoot
36-38	15		Halflings, Tallfellow
	16-25	21-25	Humanoids
		26-30	Men, Bandits
		31-33	Men, Brigands
		34-35	Men, Characters
39-40		36-40	Men, Patrol, Light
		41-45	Men, Raiders
41-42	26-40	46-65	Men, Tribesmen [1]
	41-42		Ogres
43-50	43-44		Treants
	45	Trolls	
51-55			Unicorns
56-00	46-00	66-00	Use Standard Encounter Tables [2]

[1] Tribesmen are woodsmen in the Axewood, Menowood, Rieuwood, and Silverwood, but marshmen in the Dreadwood.

[2] Use standard Faerie encounter tables for the Axewood, Menowood,

Bramblewood, Nutherwood, Phostwood, and Ugdru Forest

Roll	Encounter
01-03	Demihumans
04-10	Humanoids
11-15	Men, Bandits
16-18	Men, Brigands
19-22	Men, Patrol, Medium
23-28	Men, Tribesmen (woodsmen)
29-30	Ogres
31-00	Use Standard Encounter Tables

Burneal Forest

Roll	Encounter
01-05	Kobolds
06-10	Men, Nomads
11-20	Men, Tribesmen (plus 1d20 wolf-dogs)
21-25	Quaggoths
26-30	Wolf-dogs (equivalent of war dogs)
31-00	Use Standard Encounter Tables

Celadon, Fellreev, and Gamboge Forests

Celadon	Fellreev	Gamboge	Encounter
01-03			Demihumans
		01	Dwarves
		02-04	Elves, High
04-25	01-05	05-14	Elves, Sylvan
		15-17	Gnolls
		18-22	Gnomes
		23	Halflings, Hairfoot
		24-25	Halflings, Tallfellow
26-27	06-13	26-30	Humanoids
28-30	14-19	31-34	Men, Bandits
	20-23	35-37	Men, Brigands
31-35			Men, Characters
	24-30		Men, Nomads (forest's edge)
36-45			Men, Patrol, Light
	31-40		Men, Tribesmen (rovers)
46-65		38-48	Men, Woodsmen
		49-50	Ogres
66-75			Treants
76-00	41-00	51-00	Use Standard Encounter Tables

Dim Forest, Hornwood, and Oytwood

Dim Forest	Hornwood or Oytwood	Encounter
01-03	01-05	Demihumans
04-12	06-20	Elves, Sylvan
	21-25	Gnomes
13-18	26-30	Humanoids
19-22		Men, Bandits
23-25		Men, Brigands
26-27		Men, Patrol, Light
28-31		Men, Raiders
32-35		Men, Tribesmen (woodsmen)
36-00	31-00	Use Standard Encounter Tables

Dreadwood: See Axewood

Fellreev Forest: See Celadon Forest

Forlorn and Hraak Forest, Sablewood, and Spikey Forest

Forlorn or Hraak Forest	Sablewood or Spikey Forest	Encounter
01-05	01-10	Humanoids
	11-15	Men, Berserkers (patrol)
06-10	16-25	Men, Tribesmen [1]
11-20	26-30	Ogres
21-25		Quaggoth
26-00	31-00	Use Standard Encounter Tables

[1] Sablewood and Spikey Forest tribesmen are woodsmen.

Gamboge Forest: See Celadon Forest

Gnarley Forest and Welkwood

Gnarley	Welkwood	Encounter
01-05	01-08	Demihumans
06-15	09-15	Elves, Sylvan
16-19		Gnomes
20-24	16-20	Humanoids
25-27	21-24	Men, Bandits
28-29	25-26	Men, Brigands
30-35		Men, Merchants
36-38		Men, Patrol, Light
	27-46	Men, Tribesmen (woodsmen)
39-50		Men, Woodsmen
	47-48	Treants
	49-50	Unicorns
51-00	51-00	Use Standard Encounter Tables

Grandwood Forest: See Adri Forest

Hepmonaland: See Amedio Jungle

Hornwood: See Dim Forest

Hraak Forest: See Forlorn Forest

Loftwood and Timberway Forest

Roll	Encounter
01-10	Humanoids
11-15	Men, Patrol, Light
16-20	Men, Raiders
21-30	Men, Tribesmen (woodsmen)
31-00	Use Stand Encounter Tables

Menowood: See Axewood

Nutherwood: See Bramblewood

Oytwood: See Dim Forest

Phostwood: See Bramblewood

Rieuwood: See Axewood

Sablewood: See Forlorn Forest

Silverwood: See Axewood

Spikey Forest: See Forlorn Forest

Suss Forest and Tangles

Suss	Tangles	Encounter
01-02		Demihumans
03-04		Ettercaps
05-08		Gibberlings
09-12		Gnolls
13-18	01-10	Humanoids
19-24		Kobolds
25-27	11-22	Men, Bandits
28-29	23-30	Men, Brigands
30		Men, Characters
31-33		Men, Patrol, Light
34-35		Ogres
36-37		Spiders, Giant
38-40		Spiders, Large
41-42		Susseri
43-48		Tree (sentient, mobile) [1]
49		Troll
50-55		Vegetation (dangerous) [1]
	31-55	Weasels, Giant
56-00	36-00	Use Standard Encounter Tables

[1] Use those described in the Monstrous Manual or devise special ones.

Tangles: See Suss Forest

Timberway Forest: See Loftwood

Ugdru Forest: See Bramblewood

Vesve Forest

Eastern Portion	Encounter	Western Portion	Encounter
01-02	Bugbears	01-05	Elves, High
03-05	Gnolls	06-10	Elves, Patrol
06-12	Humanoids	11-20	Elves, Sylvan
13-18	Men, Bandits	21-25	Gnomes
19-25	Men, Patrol, Light	26-27	Halflings, Hairfoot
26-30	Men, Raiders	28-30	Halflings, Tallfellow
31-34	Norkers	31-35	Humanoids
35-36	Ogres	36-40	Men, Bandits
37-40	Ogrillons	41-45	Men, Patrol, Light
41-42	Trolls	46-58	Men, Tribesmen (woodmen)
43-50	Xvarts	59-60	Ogres
51-00	Use Standard Encounter Tables	61-00	Use Standard Encounter Tables

Welkwood: See Gnarley Forest

Random Encounter Tables: Mountains

Barrier Peaks, Crystalmist Mountains, and Jotens

Roll	Encounter
01-04	Dwarves, Mountain
05-10	Giants
11-15	Giants, Frost
16-18	Giants, Hill
19-20	Giants, Mountain
21-24	Giants, Stone
25-35	Humanoids
36-38	Men, Cavemen
39-42	Men, Tribesmen
43-47	Ogres
48-50	Trolls
51-00	Use Standard Encounter Tables

Clatspur Range and Yatil Mountains

Roll	Encounter
01-05	Dwarves, Mountain
06-07	Giants
08-11	Humanoids
12-13	Men, Cavemen
14-15	Men, Patrol, Medium
16-20	Men, Patrol, Light
21-32	Men, Tribesmen (mountaineers)
33-34	Ogres
35	Trolls
36-00	Use Standard Encounter Tables

Crystalmist Mountains: See Barrier Peaks

Drachensgrab Mountains: See Drachensgrab Hills

Glorioles: See Hestmark Highlands

Griff Mountains: See Corusk Mountains

Hellfurnaces

Roll	Encounter
01-02	Firedrakes
03-06	Firenewts
07-10	Firetoads
11-15	Giants
16-25	Giants, Fire
26-30	Hell Hounds
31-38	Humanoids
39-40	Men, Cavemen
41-00	Use Standard Encounter Tables

Jotens: See Barrier Peaks

Lortmil Mountains

Roll	Encounter
01-04	Aarakocra
05-12	Dwarves
13-25	Dwarves, Mountain
26-35	Gnomes
36-38	Halflings, Hairfoot
39-45	Halflings, Stout
46-49	Humanoids
50-53	Men, Bandits
54-55	Men, Brigands
56-57	Men, Characters
58-65	Men, Patrol, Light
66-75	Men, Tribesmen (mountaineers)
76-00	Use Standard Encounters Tables

Rakers: See Corusk Mountains

Sulhaut Mountains and Ullsprue

Sulhaut	Ullsprue	Encounter
01-03		Demihumans
04-10		Elves, Drow (night only)
11-12		Giants
13-17	01-08	Humanoids
18-25	09-15	Men, Nomads [1]
26-40	16-35	Men, Tribesmen
	36-40	Ogres
41-60		Prehistoric Creature [2]
61-00	41-00	Use Standard Encounter Tables

[1] Nomads appear only in the extreme north of the Sulhaut Mountains.

[2] Dinosaurs, woolly mammoths, and saber-toothed tigers are suitable, as are other pre-historic creatures.

Ullsprue: See Sulhaut Mountains

Yatil Mountains: See Clatspur Range

Random Encounter Tables: Hills & Highlands

Abbor-Alz

Roll	Encounter
01-03	Giants, Hill
04-10	Humanoids
11-15	Men, Patrol, Medium
16-40	Men, Tribesmen (plus 20-80)
41-43	Ogres
44-45	Trolls
46-00	Use Standard Encounter Tables

Blemu Hills, Bluff Hills, Drachensgrab Hills, Howling Hills, and Tors

Roll	Encounter
01-02	Giants, Hill
03-20	Humanoids
21-24	Men, Bandits
25-30	Men, Brigands
31-40	Men, Tribesmen (hillmen)
41-42	Ogres
43-44	Trolls
45	Trolls, Giant
46-00	Use Standard Encounter Tables

Cairn Hills

Roll	Encounter
01-05	Dwarves
06-10	Gnomes
11-14	Halflings, Hairfoot
15-17	Halflings, Stout
18-23	Humanoids
24-29	Men, Bandits
30-33	Men, Brigands
34-36	Men, Characters
37-45	Men, Merchants
46-48	Men, Patrol
49-50	Men, Rhennee (near water)
51-60	Men, Tribesmen
61-00	Use Standard Encounter Tables

Flinty Hills, Good Hills, Gull Cliffs, Headlands, Hollow Headlands, Iron Hills, Little Hills, Lorridges, and Stark Mounds

Roll	Encounter
01-05	Demihumans
06-20	Dwarves
21-40	Gnomes
41-50	Halflings, Stout
51-55	Men, Bandits
56-75	Men, Tribesmen (hillmen)
76-00	Use Standard Encounter Tables

Hestmark Highlands and Glorioles

Roll	Encounter
01-03	Demihumans
04-12	Dwarves
13-16	Dwarves, Mountain
17-25	Elves, High
26-28	Elves, Patrol
29-35	Gnomes
36-40	Humanoids
41-50	Men, Bandits (50% are actually good hillmen)
51-55	Men, Brigands
56-60	Men, Merchants
61-63	Men, Patrol, Light
64-70	Men, Raiders
71-75	Men, Tribesmen (hillmen)
76-80	Orc, Soldiery
81-00	Use Standard Encounter Tables

Kron Hills

Roll	Encounter
01-05	Demihumans
06-10	Dwarves
11-30	Gnomes
31-35	Halflings, Stout
36-40	Humanoids
41-47	Men, Bandits (50% are actually good hillmen)
48-50	Men, Brigands
51-60	Men, Tribesmen (hillmen)
61-00	Use Standard Encounter Tables

Sepia Uplands, Tusman Hills, and Yecha Hills

Roll	Encounter
01-05	Demihumans
06-15	Humanoids
16-20	Men, Bandits
21-25	Men, Brigands
26-40	Men, Nomads
41-55	Men, Tribesmen
56-00	Use Standard Encounter Tables

Random Encounter Tables: Bodies of Water

Artonsamay, Nesser, Selintan, Velverdyva, and Veng Rivers

Roll	Encounter
01-20	Men, Rhennee
21-00	Use Standard Encounter Tables

Nyr Dyv, Quag Lake, and Whyestil Lake

Roll	Encounter
01-20	Men, Buccaneers (patrol warship)
21-40	Men, Merchants
41-50	Men, Merchants (fishing fleet)
51-60	Men, Pirates
61-80	Men, Rhennee
81-00	Use Standard Encounter Tables

Saltwater Seas and Bays

Roll	Encounter
01-05	Men, Buccaneers
06-25	Men, Merchants
26-30	Men, Patrol
31-35	Men, Pirates
36-40	Men, Raiders (galley-type craft)
41-00	Use Standard Encounter Tables

Random Encounter Tables: Wastelands

Bright Desert

Roll	Encounter
01-15	Men, Dervishes
16-40	Men, Nomads
41-45	Men, Tribesmen (hills)
46-50	Pernicons
51-00	Use Standard Encounter Tables

Dry Steppes

Roll	Encounter
01-07	Herd Animals
08-10	Horses
11-15	Humanoids
16-19	Men, Dervishes
20-30	Men, Nomads
31-35	Men, Tribesmen
36-00	Use Standard Encounter Tables

Land of Black Ice

Roll	Encounter
01-15	Bugbears, Blue (same as normal bugbears)
16-00	Use Standard Encounter Tables

Rift Canyon

Roll	Encounter
01-10	Humanoids
11-25	Men, Bandits
26-30	Men, Brigands
31-32	Men, Characters
33-37	Men, Raiders (as knights)
38-40	Ogres
41-00	Use Standard Encounter Tables

Sea of Dust

Roll	Encounter
01-03	Beetle, Boring
04-05	Bulettes (half-strength, sand variety)
06-12	Centipedes, Giant (plus 1d6)[1]
13-17	Dune Stalkers (1d6)
18-25	Firenewts (near Hellfurnaces only)
26--30	Firetoads (near Hellfurnaces only)
31-39	Jermlaine [1]
40-43	Meenlocks [1]
44-45	Men, Characters (extreme west and south only)
46--47	Men, Nomads (extreme west and south only)
48-53	Mites [1]
54-61	Osquips [1]
62-70	Pernicons
71-77	Rats, Giant [1]
78-80	Scorpions, Giant
81-82	Snake, Giant, Amphisbaena
83-85	Snakes, Giant, Poisonous
86-88	Snakes, Giant, Spitting
89-93	Snyads [1]
94-96	Spiders, Huge
97-99	Thoqqua [1] (2-4 foot diameter, sand/ash eater)
00	Roll again or choose any creature

[1] These creatures inhabit thoqqua tunnels.

Random Encounter Tables: Marshes

Cold Marshes

Roll	Encounter
01-03	Frost Men
04-10	Gnolls
11-30	Men, Tribesmen
31-40	Quaggoths
41-45	Toad, Ice
46-50	Troll, Ice
51-00	Use Standard Encounter Tables

Lone Heath

Roll	Encounter
01-30	Demihumans
31-55	Men, Bandits (good alignment)
56-65	Men, Patrol, Light
66-95	Men, Tribesmen (good marshmen)
96-00	Use Standard Encounter Tables

Vast Swamp

Roll	Encounter
01-10	Bullywugs
11-15	Humanoids
16-20	Lizardmen
21-25	Men, Bandits
26-27	Men, Patrol, Light (near edges only)
28-36	Men, Tribesmen (marshmen)
37-40	Trolls
41-00	Use Standard Encounter Tables

Encounter Table Notes: Men, Patrols, and Soldiers

Elves, Knights

These elves and half-elves are Knights of the Hart of Highfolk. They will typically be mounted, with knights astride medium, barded warhorses, esquires riding medium warhorses, and serjeants riding light warhorses.

There will be 1 commander, 1 lieutenant, and 1d4+4 knights in a party. Fighter subclasses may be used in place of the fighter class. Elven fighter/clerics can and do wield all forms of edged and piercing weapons. Their levels will be as follows:

1 commander: Fighter 8 or Fighter/Cleric 7/7
1 lieutenant: Fighter 7 or Fighter/Cleric 6/6
1d4+4 knights: Fighter 6 or Fighter/Cleric 5/5

Each of the 1d4+4 knights has the following entourage:

1d4 esquires: Fighter 4 or Fighter/Cleric 3/3
3d4 serjeants: Fighter 2

Knights: AC 17; chainmail, large shield, lance, long sword, mace
Esquires: AC 16; chain shirt, large shield, lance, long sword, mace
Serjeants: AC 15: chainmail, longbow, long sword, mace

With these knights there will be 2-4 magic-using elves:

1 master: Fighter/Magic-User 8/8
1-3 assistants: Fighter/Magic-User 5/5

Magic-users are armored as esquires but typically carry no shields and use bow and long sword. Magical armor and arms carried are determined with a chance of 5% per level of the character in question. Magic-users also have a chance for potions, scrolls, rings, and rods, et al. Bow-armed elves have one +1 magical arrow per level.

Elven Patrol

These elves and half-elves are either mounted or afoot, as appropriate. Fighter subclasses may be used in place of the fighter class. Elven fighter/clerics can and do wield all forms of edged and piercing weapons. All members will carry bow and longsword. Magical items as per Elven Knights above. Mounts will be medium and/or light warhorses. Numbers are as follows:

1 captain: Fighter 6 or Fighter/Magic-User 5/5; Armor Class 16
2 lieutenants: Fighter 5 or Fighter/Magic-User 4/4; Armor Class: 15
4 serjeants: Fighter 4; Armor Class: 16
1 lead scout: Fighter 6 or Cleric/Fighter 5/5, Armor Class: 15
4 scouts: Fighter 2; Armor Class: 15
1d6+12 elves: Standard elves

Hobgoblin Soldiery

These well-trained bands of humanoids typically are officered by humans. Troops march and fight in close order (as heavy infantry). Their morale is excellent as long as human leaders remain. They will also be supported as follows:

Cleric 5; Armor Class 18 (50% probability)
Magic-user 4, Armor Class 11 (30% probability)
Thief 6; Armor Class 13 (70% probability)

The soldiery is as follows:

1 human captain: Fighter 7; Armor Class 18
1 human lieutenant: Fighter 5; Armor Class 18
4 human subalterns: Fighter 3; Armor Class 16
8 hobgoblin serjeants: AC 16 with maximum hit points (9)
10 x (1d8+8) hobgoblins: AC 5; 6 hit points

Fighter subclasses may be used in place of the fighter class. Magical armor and arms carried are determined with a chance of 5% per level of the character in question (humans only). Humans are mounted on medium warhorses and carry lance, whip, long sword, and/or mace, as applicable.

Hobgoblins have:

Composite bow and shortsword	20%
Fauchard-fork and short sword	50%
Morning star	30%

Men, Characters

A typical party of human characters should number 1d4+1 major characters, with 1d4 henchmen. Most character parties will be mounted (90%), the rest will be afoot. Mounts will be appropriate types of warhorses. Mounted parties will carry weapons such as lances, crossbows, and two-handed swords. Character parties will have the following alignments:

Lawful good, neutral good	10%
Chaotic good, chaotic neutral	30%
Neutral	30%
Chaotic evil, neutral evil	20%
Lawful evil, lawful neutral	10%

Patrol Encounter Table

Group Encountered	Number	Leaders	Others
Elves, Knights	1d4+4 knights	1d4+6	1d3+1 fighter/mage 1d4 esquires/knight 3d4 serjeants/knight
Elven Patrol	1d6+12	7	5 scouts
Hobgoblin Soldiery	(1d8+8) x 10	14	1 cleric (50%) 1 magic-user (30%) 1 thief (70%)
Men, Characters	1d4+1		1d4 0-level
Men, Patrol, False	1d6+24	2d4+2	1 spellcaster
Men, Patrol, Heavy	1d8+16	8	1d4+6 veterans 1 cleric, druid, or mage
Men, Patrol, Knights	1d4+8 knights	2	1 chaplain 1d3 assistant clerics 1 esquire/knight 5-8 sergeants/knight
Men, Patrol, Levies	1d10+40	7	8 veterans plus* 1d4 scouts and/or 1 cleric and/or 1 druid and/or 1 magic-user
Men, Patrol, Light: As heavy patrol (-2 to Armor Class and they use ranged weapons)			
Men, Patrol, Medium: As heavy patrol with medium warhorse for leaders and light warhorses for troops (-1 to Armor Class)			
Patrol, Slaver: As levy patrol or light patrol plus 1d3+2 wagons or 1d3+4 carts, plus 1d100 slaves.			
Men, Patrol, Warband	(1d4+8) x 10 warriors		
Men, Raiders: Use basic unit plus 5d6 0-level troops			
Men, Rhennee**	1d12+12	4	1d4+1 guards
Men, Tribesmen	10-100	3d6+1	2d8+1 shamans
Tribesmen, Civilized	10-100	2d6+3	1d10+3 spellcasters 1 mage (10% per 10)
Men, Woodsmen	(1d8+2) x 10	3d6	2d8 spellcasters
Orc Soldiery	(1d4+11) x 10	1d3+3	1 cleric
Soldiery	150-200	8	10 scouts plus* 1 cleric or mage

* In troubled areas.

** Per barge

Men, Patrol, False

A false patrol is a group of scouts or raiders impersonating the soldiery of the state they are invading. Scout groups are simply groups with fewer than 40 members. Raider groups will number 40 or more, but they will conceal a portion of their troops so as to appear to have a strength of 1d6+24 men.

Depending on the nationality of the troops, the false patrol will conform to the specifications of a normal patrol (heavy, light, etc.). Additional members (40+) will conform to raider statistics. There is a 30% chance that a false patrol will be raiders.

Men, Patrol, Heavy

A patrol of this nature numbers between 20 and 40 members. It is typically mounted on heavy or medium warhorses, although it can be afoot if the terrain necessitates. Its members are all trained to fight in close order and are heavily armored. Fighter subclasses may be used in place of the fighter class.

Weaponry will be appropriate to the nationality of the patrol, with broad or longswords common to all officers and NCOs. The specifications of a heavy patrol are:

1 officer:	Fighter 5; Armor Class 18
2 subalterns:	Fighter 3, Armor Class 18
5 serjeants:	Fighter 2; Armor Class 17
1d4+6 veterans:	Fighter 1; Armor Class 17
1d8+16 regulars:	0-level NPCs; Armor Class 17; 5 hit points

There will also be a cleric 5 (AC 18), druid 5 (AC 13), or magic-user 5 (AC 12). The chance for possessing magic items is 5% per level, with the following items possible:

Fighters:	Armor and shield, sword, miscellaneous weapon, potion, scroll
Clerics:	Armor and shield, miscellaneous weapon, miscellaneous magic, potion, scroll
Magic-users:	Potion, scroll, ring, rod et al., miscellaneous magic

Men, Patrol, Knights

A patrol of this nature has 1d4+10 knights plus their retainers. It will certainly be mounted, with knights on heavy warhorses, retainers on medium steeds. Fighter subclasses may be used in place of the fighter class.

1 commander:	Fighter 8 or Fighter/Cleric 7/7
1 lieutenant:	Fighter 7 or Fighter/Cleric 6
1d4+8 knights:	Fighter 5

With these knights will be several clerics:

1 chaplain:	Cleric 8
1-3 assistants:	Cleric 4

Each knight has the following entourage:

1 esquire:	Fighter 3
1d4+4 serjeants:	Fighter 1

The Armor Class and arms of the party are:

Knights:	AC 18; lance, bastard sword, mace
Clerics:	AC 18; flail, hammer, mace
Esquires:	AC 17; lance, long sword, mace
Serjeants:	AC 16; light crossbow (50%) or spear, short sword

The chance for possessing magic items is 5% per level, with the following items possible:

Fighters:	Armor and shield, sword, miscellaneous weapon, potion, scroll
Clerics:	Armor and shield, miscellaneous weapon, miscellaneous magic, potion, scroll

Men, Patrol, Levies

These groups are typically footmen raised from the immediate area. They are officered by regulars as follows:

1 captain:	Fighter 7; Armor Class 16
2 lieutenants:	Fighter 4; Armor Class 16
4 serjeants:	Fighter 3; Armor Class 15
8 veterans:	Fighter 1; Armor Class 15
1d10+40 Levies:	0-level NPCs; Armor Class 14; 5 hit points

Fighter subclasses may be used in place of the fighter class. Chances for magic are the same as for a heavy patrol. Officers and assistants will be mounted on light war horses. Weapons will be typical for the area. Levies will usually bear pikes, spears, or other pole arms. Up to 50% may be missile armed if typical of the area.

In certain areas, non-human levies are possible; adjust accordingly. In troubled areas, levy patrols can be augmented by one or more of the following:

1d4 scouts:	Fighter 4; Armor Class 15
1 priest	Cleric or Druid 4: Armor Class 16 or 14
1 wizard:	Magic-user 4; Armor Class 11

The chance for possessing magic items is 5% per level, with the following items possible:

Fighters:	Armor and shield, sword, miscellaneous weapon, potion, scroll
Clerics:	Armor and shield, miscellaneous weapon, miscellaneous magic, potion, scroll
Magic-users:	Potion, scroll, ring, rod et al., miscellaneous magic

Men, Patrol, Light

This patrol duplicates a heavy one except that horses will be light warhorses, Armor Class will be 2 lower and troops will be missile armed, with 1d8+16 regulars.

Men, Patrol, Medium

This type of patrol also resembles a heavy patrol. Mounts will be medium warhorses for officers and leaders, light warhorses for troops. Armor Class will be 1 lower. Weapons will include arms typical of nation of origin of the patrol.

Men, Patrol, Slaver

A slaver patrol is essentially the same as either a levy patrol or a light (horse) patrol. It will, however, have prison wagons or carts with special chains. There will be 1d3+2 wagons, or 1d3+4 carts, with appropriate teams and drivers. In addition, there will be 1-100 slaves.

Men, Patrol, Warband

These groups number 10 x (1d4+8) warriors. They conform to the general specifications of nomads. Arms will be typical of the area from which they come. A roll indicating that they are in their lair (15%) simply indicates they are carrying special loot, and quantities must be adjusted accordingly.

Men, Raiders

The type of men in a raiding band depends upon the area they are encountered in. Raiders are always from adjacent, hostile areas. Likewise, whether the raiders are mounted or afoot depends upon the place of their origin, the terrain through which they are operating, and possibly the success of their raiding.

> Example: A group of Hool marshmen could capture horses in Furyondy, use them for speed, and then sell them in the Hold of the Sea Princes.

The number of raiders is always either the maximum number in an appropriate patrol, plus 5d6 additional troops; or the number listed in the Monstrous Manual plus 5d6. For example, Hool marshmen are tribesmen, so they will raid in groups of 10d10 plus 5d6. Raiding is sometimes profitable, so if the dice roll indicates the group is "in lair," the raiders will have appropriate (or Type A) treasure. Raiders can be bandits, brigands, knights, soldiers, etc. They will always be alert and suspicious when in hostile territory, but in their own they will possibly relax and revel if they are undisciplined.

Men, Rhennee

These barge-folk are nearly always found within a few hundred feet of one of the three major lakes or navigable rivers which feed or drain them. About 10% of the time they will he encountered in their secret camping and meeting grounds which are up to five miles from water. Rhennee never venture inland except in multi-barge groups of 1d6+6 barges. Each barge contains:

1d12+12 "folk":	Fighter/Thief 2/2
1 chief:	Fighter 6 or Fighter/Thief 5/5
1 "wise woman":	Magic-User or Cleric 6; or Magic-User or Cleric/Thief 5
2 "advisors":	Magic-User/Thief 2/2
1d4+1 guards:	Fighter 5 or Fighter/Thief 4/4

Subclasses may be use in place of any of the core classes that are listed. Magic-users are usually Diviners or Illusionists.

Note that both males and females comprise guards and "folk;" 75% of Rhennee guards are male, 50% of the “folk” are male. "Advisors" are always female. In addition to the above, there will be 1d6+6 children, of ages 1 through 12, aboard a barge. Children above age 9 are expected to help with help support their families, and are proficient in 1 or 2 skills (such as Sleight of Hand, Performance, or a Profession).

The armor and arms used by the Rhennee depend on whether they are aboard barges or ashore. Barges always have ballistae mounted fore and aft, about 12 heavy crossbows, and a supply of harpoons, throwing spears, and javelins. Rhennee harpoons are spears that deal 1d4+1 points of piercing damage. Any hit that deals maximum damage indicates that the head of the harpoon is buried (or snagged) in the target. A harpooned target suffers 1d4 point of slashing damage each round that it resists being dragged by the harpooner (assuming that the trailing line is being used to pull the target towards its attacker). Using the trailing line to pull in a target requires an action and, if resisted, requires opposed Athletics skill checks. Removal of an embedded harpoon deals 2d4 points of slashing damage unless a DC 12 Medicine skill check is made to remove the head.

All Rhennee are trained to use crossbows (including ballistae) from childhood. Likewise, they train with knife and dagger from earliest years, so that they are proficient in these weapons as well as all spears.

Armor and Weapons Aboard Barge

Chiefs:	Leather & shield, harpoon, battleaxe, longsword, sling and bullets, daggers
Guards:	Leather and shield, harpoon, battleaxe, longsword, sling and bullets, dagger
Folk:	Leather, dagger, plus one of the following weapon arrays:
	Glaive-guisarme, short sword (30%)
	Trident, sling and bullets (30%)
	Javelins, battleaxe (40%)
Children (ages 9+):	Club, dagger

Armor and Weapons While Ashore

Chiefs:	Chain shirt and shield, battleaxe, longsword, sling and bullets, dagger, darts (6)
Guards:	Scalemail and shield, spear, battleaxe, longsword, sling and bullets, dagger, darts
Folk:	Leather, dagger, plus one of the following weapon arrays:
	Light crossbow, shortsword (30%)
	Trident, sling and bullets (30%)
	Spear, javelins, battleaxe (40%)
Children (ages 9+):	Club, dagger

Use of thrown weapons and pole arms is secondary to manning ballistae and use of crossbows.

If 12 barges (or groups) are encountered, it is 50% likely that an additional 1d4 barges will be with the fleet group. One barge will be larger, with a higher-level chief, guards, “folk”, “wise woman”, and “advisor”: Add 1d2 levels those listed for each. There will be the maximum number of guards (5) and “folk” (24) as well as a Rhennee noble. A Rhennee noble is a fighter/thief 10/10, with magical armor and at least one each of the following magical items: miscellaneous weapon, miscellaneous magic, ring.

If Rhennee are encountered more than a mile inland, there is a 50% probability that a Rhennee bard of 3rd to 8th level will be with the group. If it is a group with a noble, there will be a bard of 7th to 12th level with the group. Barges will be concealed and guarded by 2-3 folk from each barge.

Rhennee are neutral and have a strict code of their own. They will always seem open and friendly but are actually very cautious, suspicious, and scheming. They gladly lie to, cheat, and steal from any and all non-Rhennee. If necessary, they have no compunctions about killing.

The Rhennee do some small amount of mercantile shipping, passenger hauling, trading, craft work, fishing, and hunting. They know such work as tinkering and the like. They will never work when they can steal, nor will they deal squarely when they can cheat. Amongst themselves, however (and those who are taken into the folk by adoption), they are usually honest.

When needed, Rhennee steal young children to fill their ranks. Stolen children are raised as and become "natural" Rhennee. Similarly, outsiders who do some great service for the Rhennee are taken into the folk and sometimes accorded great status (equal to a noble, possibly).

Those Rhennee who survive past childhood are superior individuals in many ways. Not only are they proficient in one or more skills, they are also more likely to rise above 0-level in one or more character classes (particularly fighters and thieves).

The chance a Rhennee possesses a magical item is as follows:

Armor or shield, miscellaneous weapon: 5% per Fighter level

Sword, potion, scroll, ring, miscellaneous magic: 5% per level

Rod, et al. (magic-user and cleric only): 5% per level

Treasure carried is 1d3 of each type of coin per level per individual. Aboard a barge there will be type 0, P, Q, plus Q probability for 1d4+1 pieces of jewelry.

A typical barge is a junk-like vessel of some 60-foot keel length and 15-foot beam. There are keel boards to allow full way when sailing. There is a 10-foot-high forecastle and a slightly higher sterncastle. The vessel's sides slope outward, with a freeboard about 6 inches high when the barge is fully burdened (draft is then about 8 inches). The midship is decked, for this low space is home to the men, women, and children aboard.

Each barge has one or two masts lugger rigged. Steering is by tiller. Each barge can be propelled by sweeps, the usual being two per side. The forecastle quarters the "wise women" and their families. The chief, his guards, and their families occupy the sterncastle. The remainder of the folk are quartered with animals and cargo in the lower deck area. The scantling port and starboard is rigged for emplacement of heavy crossbows at 4-foot intervals, eight per side. One small dinghy is carried aboard, and a longboat is towed astern. Each barge is equipped to be chained or cabled to others fore and/or aft and/or port and/or starboard.

Description: Rhennee resemble Oeridians except they tend to have dark brown or black curly hair. They are shorter than average (about 5' 6" tall on the whole) and slender but quite wiry and strong. Rhennee folklore claims that their race came to Oerth by accident, their home plane being quite different. Thus, legend says, the Rhennee roamed about on horseback and in wagons, but in their new home, conditions were so dangerous as to force them to take to the water to survive. Nobles claim descent from legendary leaders of the lost tribe, while the ordinary Rhennee are descended from the common folk of the tribe.

A third sort of Rhennee folk exist, although they are most rare. They are land wanderers who claim to be the only "true" Rhenn-folk because they have not changed their way of life since coming to the Flanaess from Rhop, homeland of the lost Rhennee.

Men, Tribesmen

As described in Monstrous Manual, tribesmen are quite primitive, but this is not always the case in the Flanaess. Some hillmen, marshmen, and mountaineer tribesmen are quite civilized. This is especially true in cases where they are refugees from an adjacent, civilized area. Tribesmen of the very primitive sort will have shamans (clerics or druids with 1d3 levels) and witch doctors (cleric/magic-users or druid/magic-users with 1d2 levels) as shown, but the civilized sort will have one or more spellcasters (bards, clerics, druids, or magic-users) with them.

The number of the more civilized types of tribesmen will range from 10 to 100, plus leaders and spellcasters. There is a 10% chance per 10 men that there will be an 5th level magic-user level. Armor and arms will be typical of bandits, modified by area. Thus, hillmen might be slingers and use spears, mountaineers might carry cross- bows and pole arms, and marshmen short bows and long spears as tribal weapons.

Possible magical items should be determined on a 5% per level probability:

Fighters:	Armor, sword, miscellaneous weapon, potion
Clerics:	Armor, miscellaneous weapon, potion, scroll, miscellaneous magic
Magic-Users:	Potion, scroll, ring, miscellaneous magic
Thieves:	Sword, miscellaneous weapon, miscellaneous magic, potion

Rovers of the Barrens tribesmen commonly use spears, light lances, shortbows, clubs, and daggers. Their armor consists of wooden or bone breastplates and hide shields. They are commonly proficient in the Stealth and Survival skills.

In general, all tribesmen tend toward chaotic alignment though many (such as bands of refugees) are neutral.

Men, Woodsmen

Encounters with woodsmen are with 30-100 men, armored and armed as follows:

Ring mail, small shield, battle axe, short sword (10%)

Ring mail, bow (or crossbow), short sword (10%)

Leather armor, small shield, spear, hand axe (20%)

Leather armor, bow (or crossbow), hand axe (30%)

Leather armor, spear, battle axe (30%)

They will have leaders and clerics as do tribesmen and are proficient in the Survival and Stealth skills. They are experts at ambushing intruder enemies and evading pursuit.

Orc Soldiery

A body of orc soldiery will number 120-150 orcs, plus their always-present orc under-officers and non-commissioned officers. They will conform to normal orc statistics in all respects for movement, hit dice, armor, and weapons. With the orcs will be additional human and/or half-orc officers as follows:

1 captain:	Fighter 6 or Fighter/Thief 5; Armor Class 17
1d3+2 lieutenants:	Fighter 3 or Fighter/Thief 2; Armor Class 16
1 cleric (half-orc);	Cleric 5 or Cleric/Thief 4/4; Armor Class 16

1 in 4 officers will be half-orcs. Assassins may be used in place of thieves.

Orc soldiery will often contain a sprinkling of half-orcs and hobgoblins. All are surly but well-trained. They have poor morale when their leaders are killed or flee.

The chance for possessing magic items is 5% per level, with the following items possible:

Fighters:	Armor and shield, sword, miscellaneous weapon, potion, scroll
Clerics:	Armor and shield, miscellaneous weapon, miscellaneous magic, potion, scroll
Magic-users:	Potion, scroll, ring, rod et al., miscellaneous magic

Soldiery

There will be 140-190 mercenary soldiers in a company of this sort. The troops will typically he afoot, with officers, serjeants, and scouts mounted. Composition of forces is:

1 commander:	Fighter 7; Armor Class 18
5 lieutenants:	Fighter 4; Armor Class 17
2 serjeants*:	Fighter 2; Armor Class 16
10 scouts:	Fighter 1; Armor Class 15
(1d6+13) x 10 soldiers:	0-level mercenaries; Armor Class 15 or 14

* Per 10 soldiers

Arms for troopers are typical of their region. The typical composition of troops is usually:

Pole arms (50%)
Side arms (30%)
Missile weapons (20%)

In hostile areas there will also be a 5th level cleric or magic-user with the company. Possible magical items should be determined on a 5% per level probability:

Fighters:	Armor, sword, miscellaneous weapon, potion
Clerics:	Armor, miscellaneous weapon, potion, scroll, miscellaneous magic
Magic-Users:	Potion, scroll, ring, miscellaneous magic
Thieves:	Sword, miscellaneous weapon, miscellaneous magic, potion

Distribution of High Level NPCs

Non-Player characters of 10th or greater level are quite uncommon except in seats of power. Such centers are either where a state governs, a portion of a state is ruled, a very large populace dwells, military power is massed, or else player characters have been active for a long period of time. Most high-level NPCs are distributed as follows:

Cleric types	15%
Fighter types	50%
Magic-user types	10%
Thief types	24%
Others	1%

The level of NPCs encountered is:

10th - 12th level	60%
13th - 15th level	25%
16th - 18th level	12%
19th level and above	3%

Player character-like NPCs are always an exception. The only method of determining the likelihood of such distribution is by examination of player character activity and frequency.

See Appendix J of the Dungeon Master's Guide for rules on creating NPCs.